

MAGAZINE+DISC/PLAYABLE DEMOS EVERY MONTH

# PlayStation<sup>®</sup> 2

OFFICIAL MAGAZINE-UK

# MGS

**METAL GEAR SOLID 2: SONS OF LIBERTY**  
INSIDE PLAYSTATION 2'S MOST WANTED GAME

# 2

**WORLD RALLY  
CHAMPIONSHIP 2001**  
LARA+TEKKEN AT THE MOVIES  
**THE GETAWAY**  
GIANT ROBOT GAMES  
**KOJIMA'S ZONE OF THE ENDERS**  
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SILENT SCOPE+SSX TIPPED  
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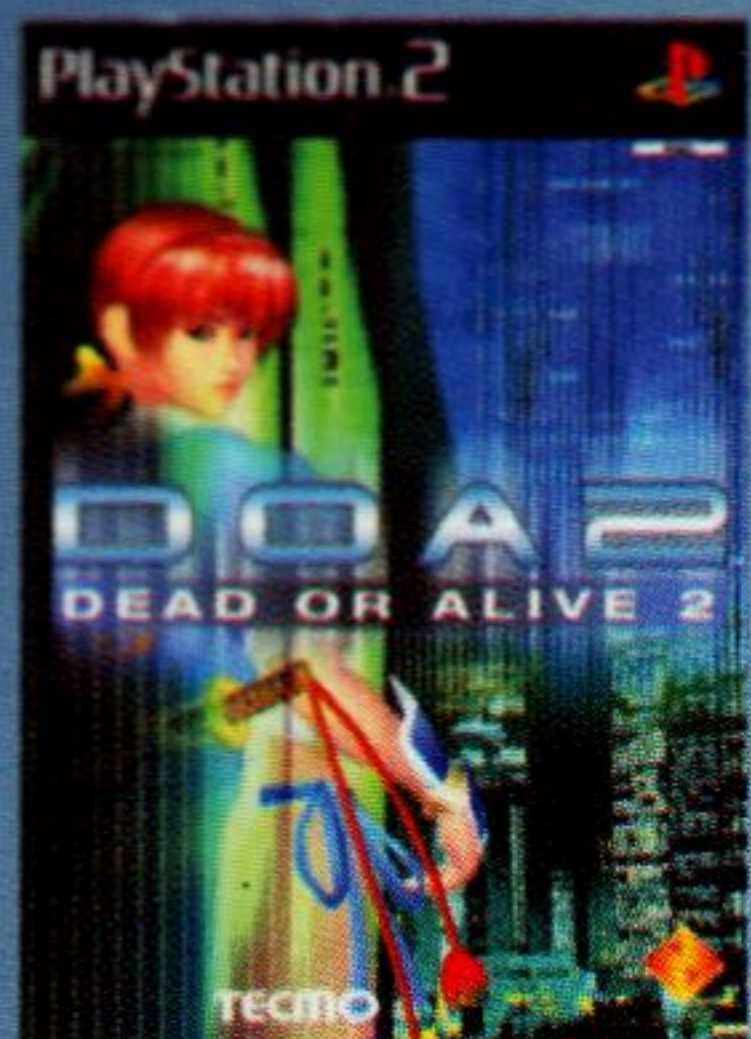
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PlayStation.2

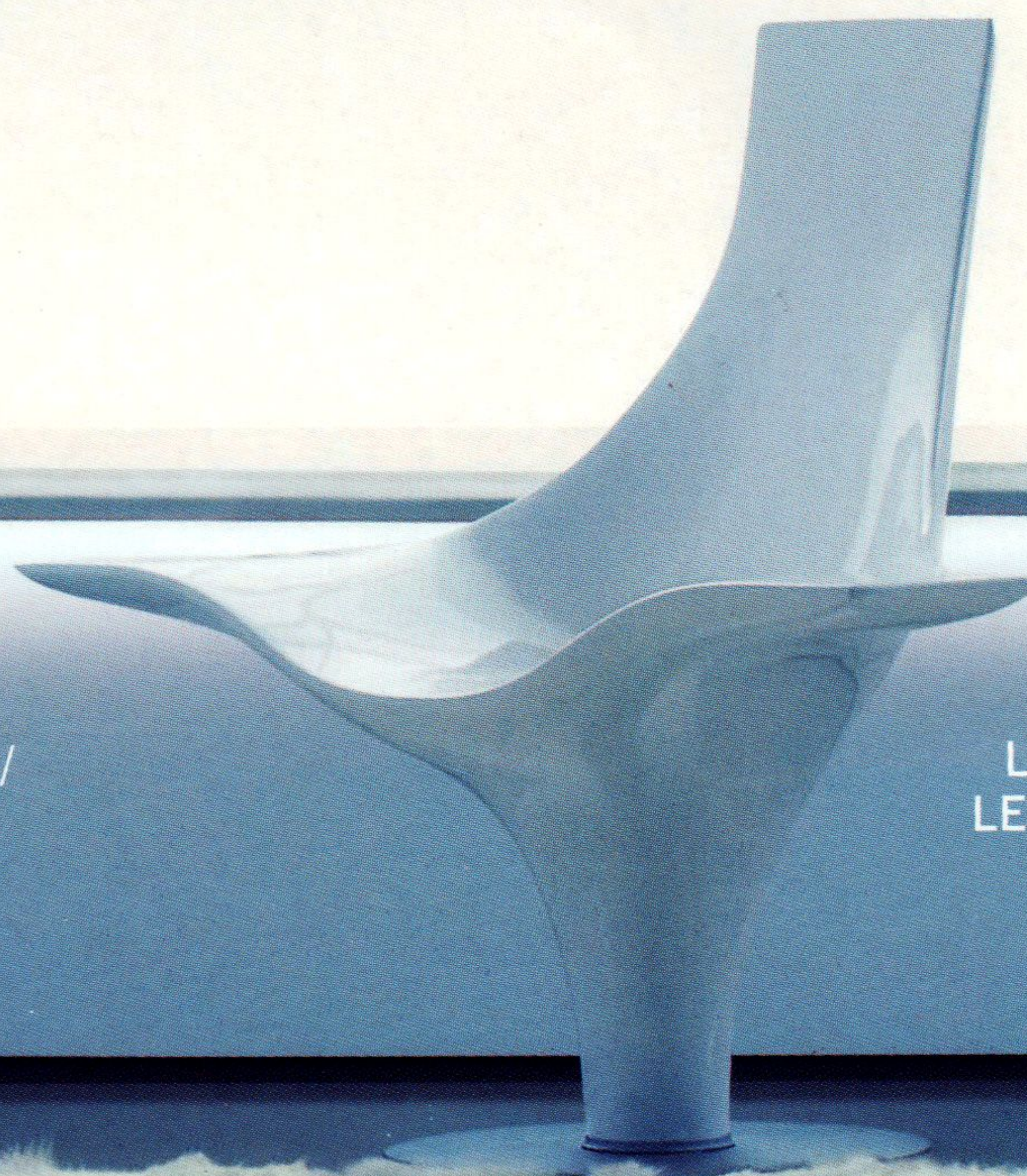


What are friends for? Why, pummelling through walls, drop kicking down stairs and hammering through floors, of course. Dead or Alive 2 brings a whole new meaning to redecorating your environment. For really big jobs may we suggest the four player option. Just remember to tidy up after yourself. [www.uk.scee.com/DOA2](http://www.uk.scee.com/DOA2)

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KEEPS FEET WARM/  
SOAKS UP BLOOD.

LETS LIGHT IN/  
LETS PEOPLE OUT.





# PlayStation®2

OFFICIAL MAGAZINE-UK



**ON THE COVER**  
Chain-smoking existentialist mercenary – Metal Gear Solid 2's Solid Snake takes aim.

ISSUE 002/CHRISTMAS2000

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## TEKKEN TAG TOURNAMENT

FULLY PLAYABLE  
EXCLUSIVE ONE OR TWO-PLAYER DEMO

ON THE DISC  
TEKKEN TAG TOURNAMENT PLAYABLE DEMO



### PLAYABLE DEMO/TEKKEN TAG TOURNAMENT

We've got a bit of a feisty exclusive for you this month. The knockout combo of a fully playable *Tekken Tag Tournament* demo for one and two players. And if that's not enough there's a synapse frying competition where you can win...

### PLUS/WIN AN AIBO

Yes! Try your brain at our *Tekken Tag* quiz to win a host of fabulous Sony goodies including the latest model of that shiny pet of the future, the one and only AIBO!

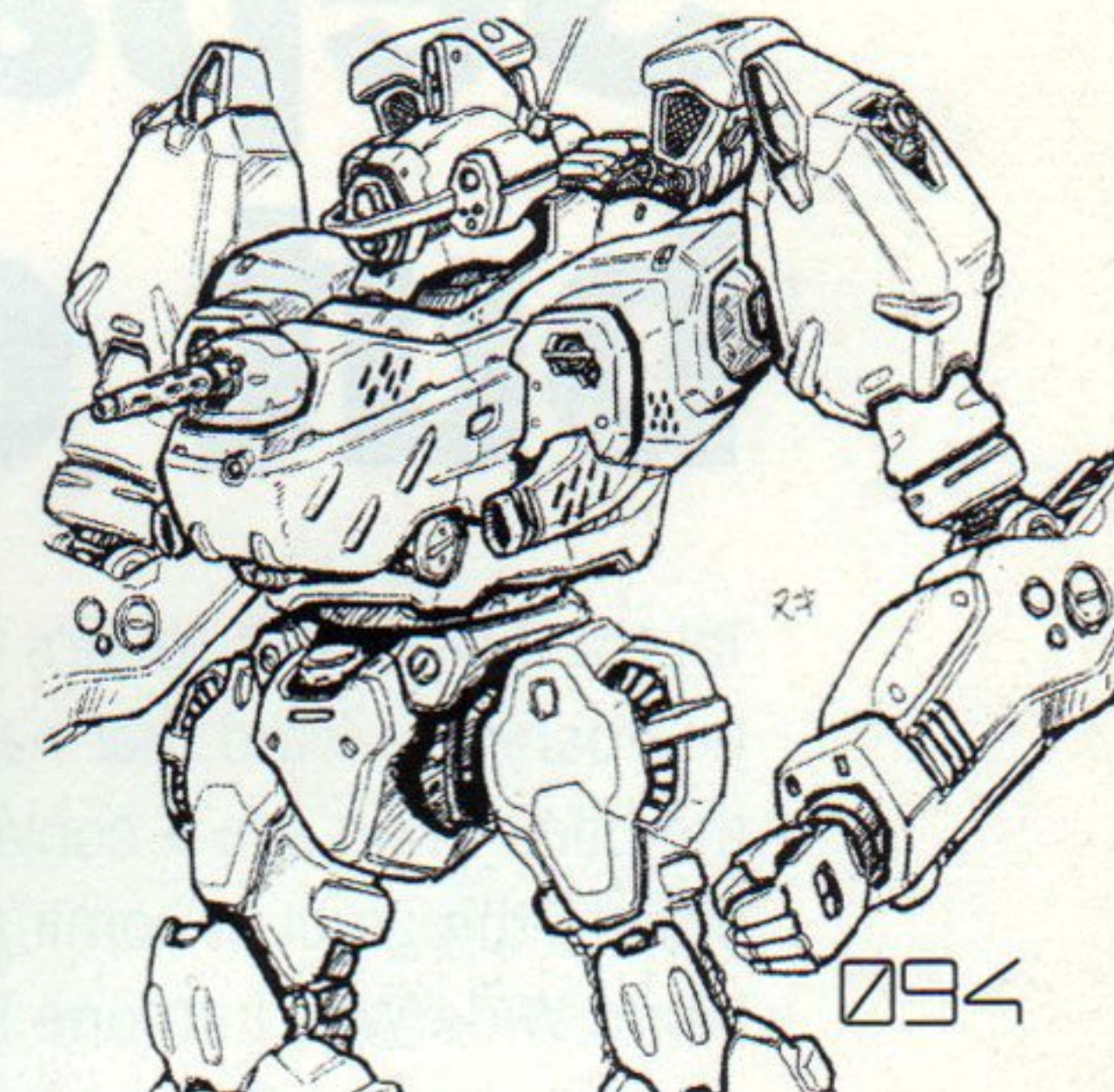
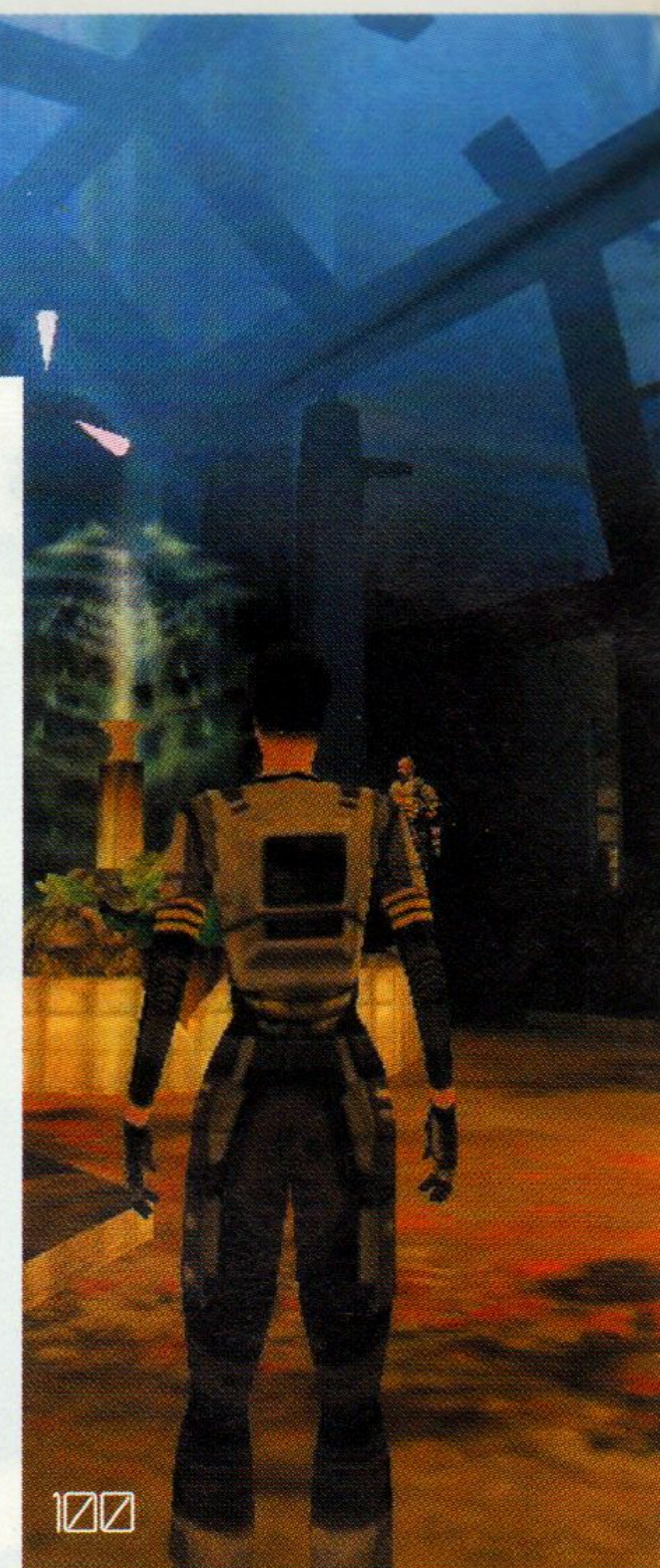
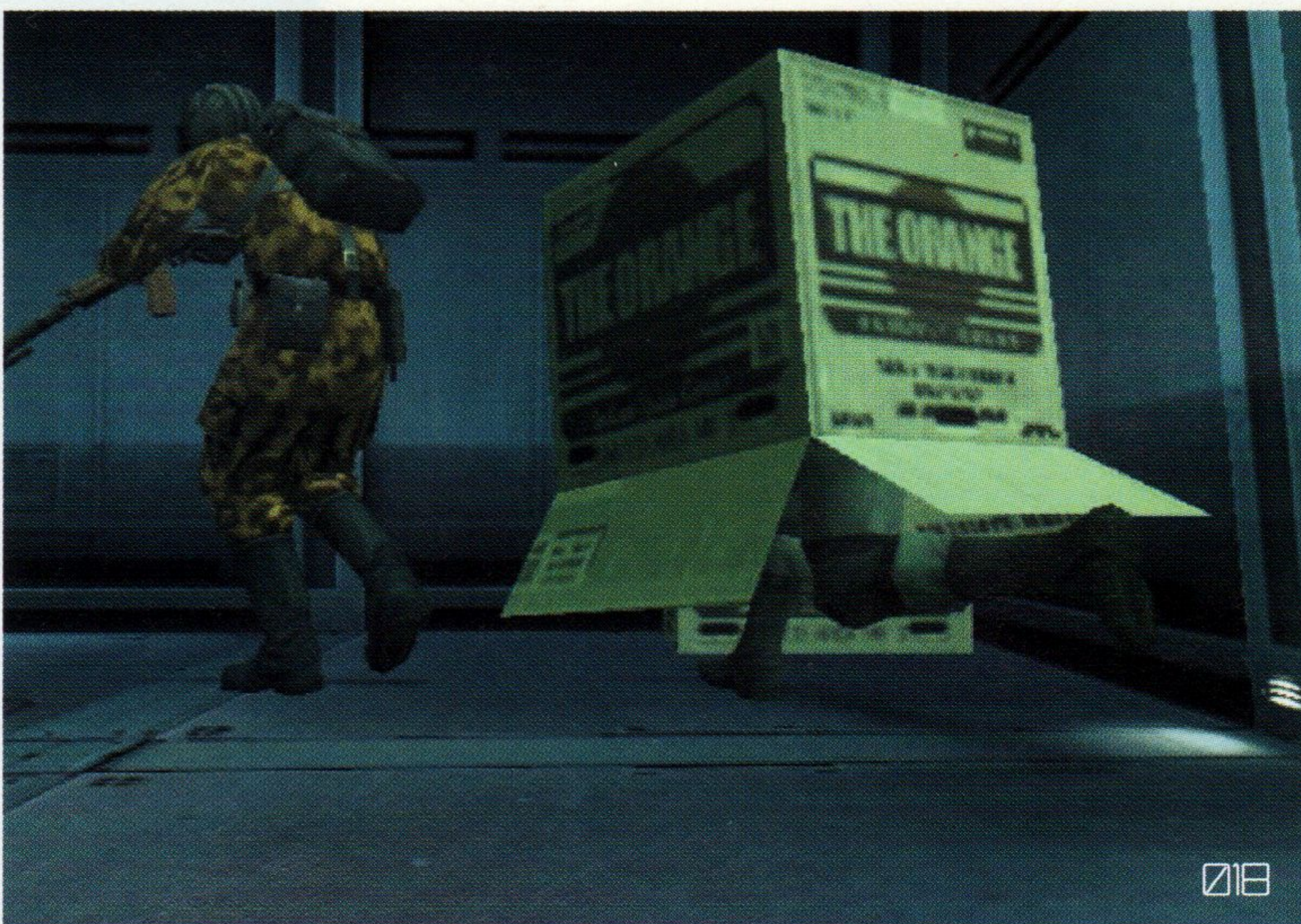


»FULL DETAILS  
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### THREE THINGS YOU MUST READ AS PICKED BY SAM RICHARDS, DEPUTY EDITOR

- 1. Metal Gear Solid 2: Sons Of Liberty 018**  
It's the most anticipated PS2 game, and we tell you everything we know. ZOE's looking handy, too (page 24).
- 2. Rise of the Robots 094**  
If you're a fan of Japanese anime or have a soft spot for cool giant robots, check out the new wave of mecha games due to storm PlayStation 2.
- 3. FIFA 2001 120**  
I've always preferred Konami's ISS footie games to the FIFA series, but will EA Sports' next gen kickabout force a change of opinion? Our Steve investigates.



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### 036 THE PS2 INTERVIEW: IAN LIVINGSTONE

Games Workshop, *White Dwarf*, *Fighting Fantasy* game books, even *Lara Croft*... This man can claim to be behind them all.

### 070 PLAYSTATION 2 AT THE MOVIES

We snuggle up to the gorgeous Angelina Jolie on set of the *Tomb Raider* movie and bring you the latest on attempts to turn *Tekken* into a celluloid smash.

### 078 ONIMUSHA: WARLORDS

A novel new twist in Capcom's survival horror saga takes you back to the days of swords and samurai. We've got exclusive screens and an interview with the producer of this killer game.

### 082 TOY STORY

They said that videogames would ruin the toy industry. They were wrong. To prove it we've amassed our own game-related action figure archive including the latest MGS, *Resi*, *Tekken* and *Final Fantasy* figures.

### 088 WORLD RALLY CHAMPIONSHIP 2001

An exclusive report on the making of this ultra-realistic racer.

### 094 RISE OF THE ROBOTS

Japanese giant robot mecha games are coming to PS2!

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Core Design reveal its visions of a future dystopia in strategic mission-based shooter, *Project Eden*. Plus! The latest on *Herdie Gerdy* and *Tomb Raider: Next Gen*.

## GAME PREVIEWS

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The ultimate preview of the most wanted game on PS2.

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The bit you write. Sharpen them pencils now...

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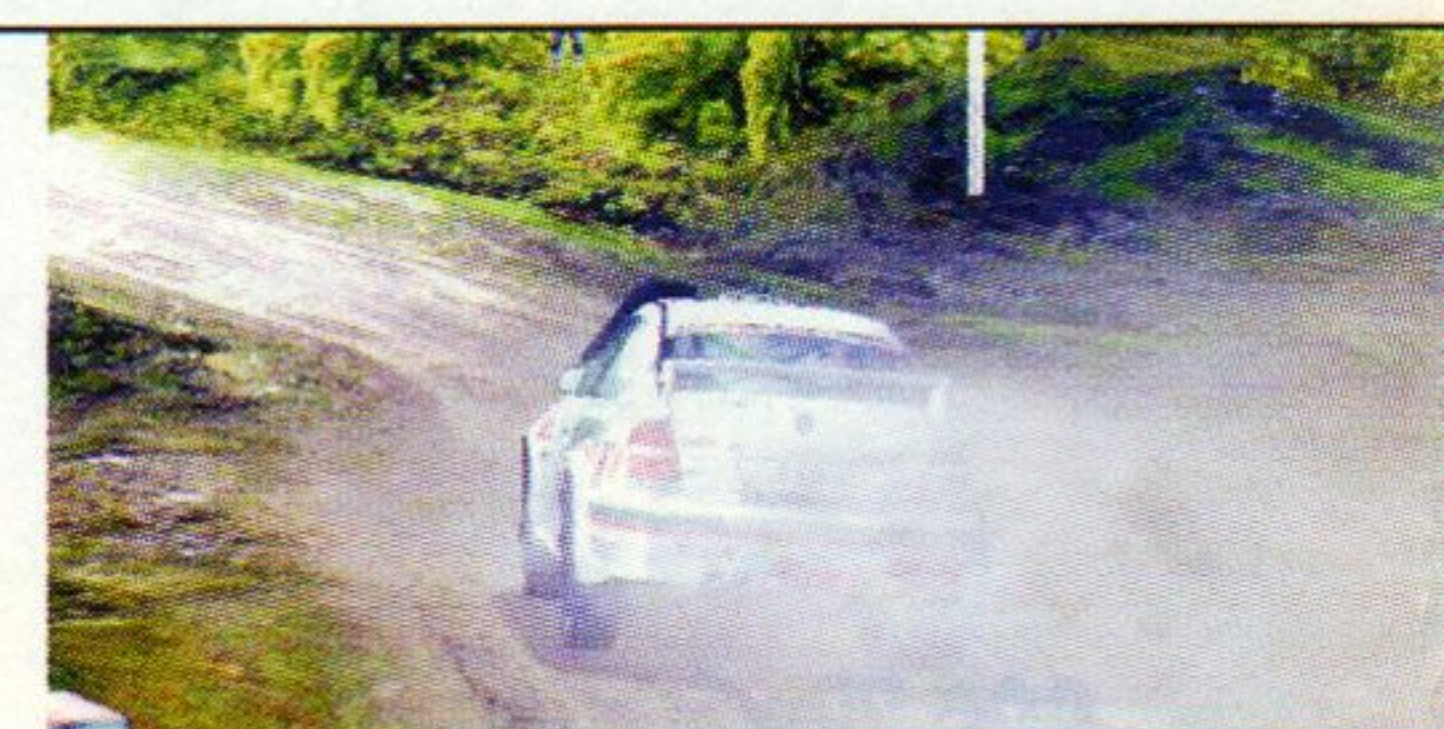
Get involved!

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Time for bed.

# WORLD RALLY CHAMPIONSHIP 2001

WATCH YOUR BACK, MCRAE... A NEW OLD TEAM IS RETURNING TO THE RALLY GAME FRAY/PAGE 88





## EDITOR'S LETTER



# Separate but equal

Take a look at this issue's letters page and you'll see one of our early contributors bemoaning a word that has apparently gone from media buzzphrase to cliché in the blink of an eye – convergence. For the uninitiated, convergence means (deep breath) the gradual coming together of movies, TV, videogames, music and the World Wide Web into one indistinguishable digital melange, distributed into people's homes by the networking marvel that is broadband and to be enjoyed on platforms such as PlayStation 2.

Sound good? As the phrase 'd-entertainment' ('d' as in digital) joins convergence in the new electronic lexicon, of course it does – but as our writer confirms in his 'yawn' comment, convergence is in danger of becoming a lazy catch-all for nothing in particular delivered some time in the future. "Convergence? That's when games turn into movies and have guest voices from Hollywood and they send it straight to your TV. It's coming soon, y'know..." Follow this bloke-down-the-pub model and we'll end up with PS2 games that are nothing more than hollow movie licences with a Dolby Stereo soundtrack and a contractual obligation voice-over from Adam Sandler's mum.

See? Without a definite infrastructure in place, convergence becomes an empty promise of a distant future. Recent announcements such as Sony's Hard Disk Drive and Ethernet package, the release of a stop-gap modem next year and such online compatible games as Infogrames' *Unreal Tournament* show that convergence is slowly beginning to snowball into existence. However while the technology is starting to firm up, the content remains up for grabs. Rather than the risible movie licences that stalked PSone, PS2 is the digital Petri dish where the best of movies and games can join together. Sure, there'll be the odd licence nightmare but the future offers so much more – and thus this issue.

Cover game *Metal Gear Solid 2* is a seamless hybrid of Hollywood action flicks and revolutionary gameplay. Online whispers suggest the *Tomb Raider* movie will be based on the PSone games. *Tekken* is now a big enough name in Asia that an unofficial movie is being sneaked out. LucasArts' *Star Wars* games will no longer be licences but have official story lines in their own right. As 2001 approaches, the traffic between movies and games is no longer one-way and with the PS2 providing both the technology and the audience, the winner will be you, whether the content arrives via disc, DVD, broadband or carrier pigeon. Broadband might be make the letterbox a bit bigger, but it's PS2 that'll stop us getting junk mail.

MIKE GOLDSMITH  
Senior Editor

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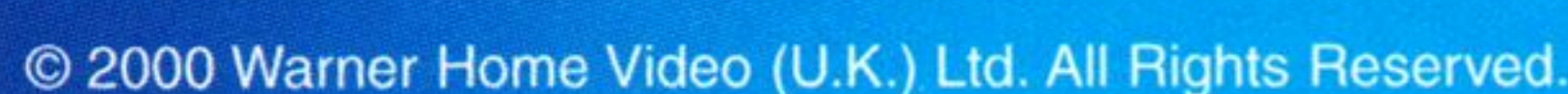


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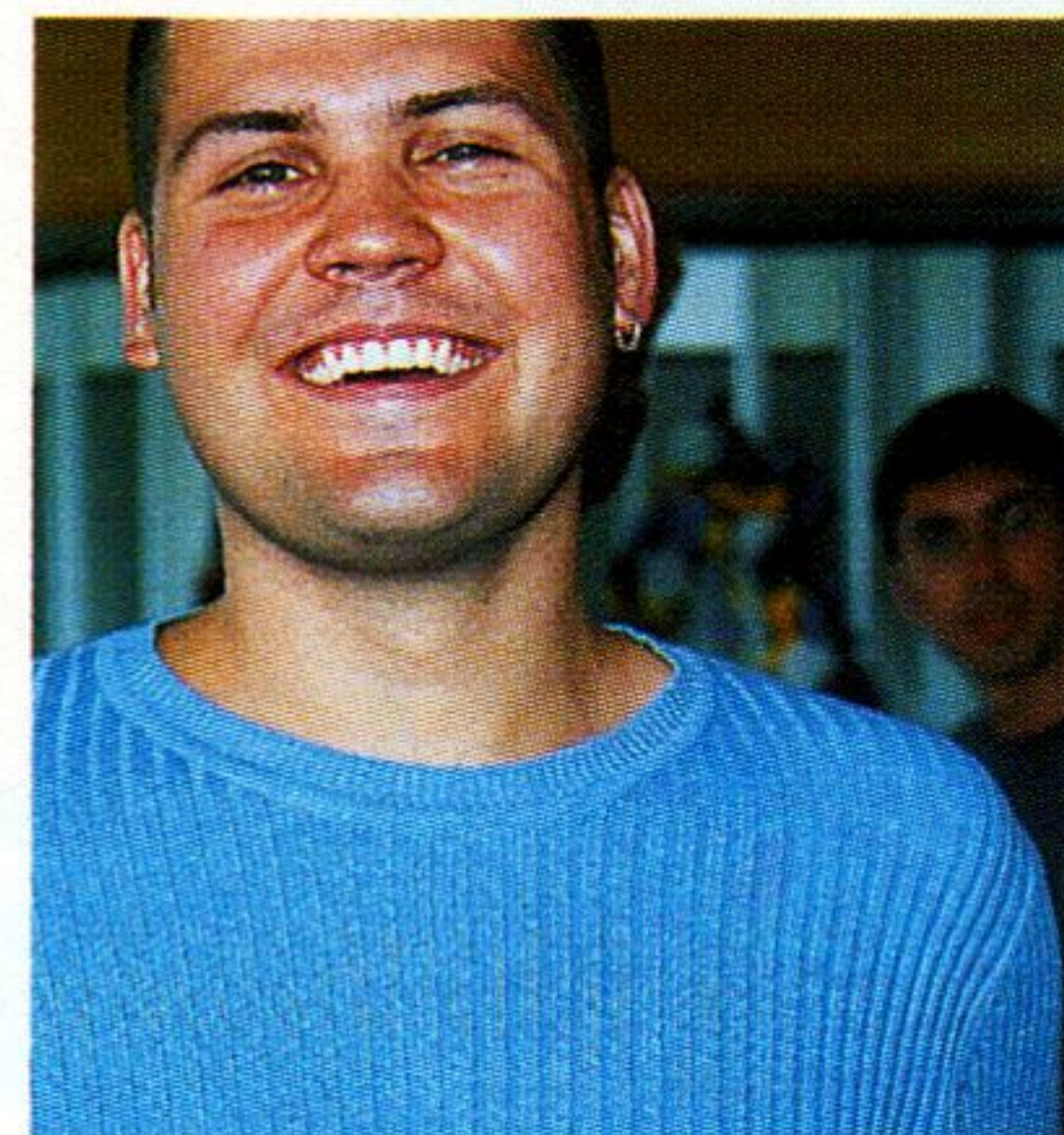
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# CONTRIBUTORS #02

Helping Official PS2 flood the shelves this month are...

## BEN LAWRENCE

The arrival of Ben on the OPS2 team ups the tattoo count by around 300%. On one shoulder, there's a black cat/dog-type creature howling at the sun. ("This represents the element Earth," Ben assures us.) On the other, he's got a magnificent American bald eagle, holding a scroll with the classic legend 'Mum'. (We kid you not.) This fella obviously stands for Air. On his left arm, a large Chinese-style dragon. "He's for Fire," beams Ben. And still to come? Water. "I'm thinking in terms of a shark for that one," he tells us. "Probably your basic Great White, with his wide mouth open, naturally. It'll go on my right forearm." All funds to the Help This Funny Man fund to the normal address...



**Game of the moment:** "TimeSplitters, mostly for the great four-player mode. The only problem is, Sefton's too good at it."

**I'm holding my breath for:** "Like everyone else, it's a toss-up between Gran Turismo 3 and Metal Gear Solid 2 – especially after writing this month's huge preview. They both look the absolute dogs."



## AMOS WONG

The questions must be asked. How on earth did Amos get that name? "Well, I was born in Hong Kong, but emigrated to Australia at 13. My Cantonese name, Wong Chak-Cheun, seemed a bit of a mouthful in English, so my parents wisely gave me an English name at birth." Amos worked as a graphic designer in Sydney before giving it up to concentrate on his writing, but "since all my interests were in things Japanese" moved to Tokyo last year. That bloke on the left is Kamen Rider V3 – a Japanese kids' TV character Amos bumped into at the Wonder Festival (a manga, anime and game toy convention). "Meeting him all these years later made my day! Who cares if he's just some guy in a mask?"

**Game of the moment:** "Would you believe it? I don't even have a PS2 yet! Anyone want to donate one to me?"

**I'm holding my breath for:** "Along with everyone else, I'm desperate to get a proper chance to play Metal Gear Solid 2 – but then, who isn't? But being a robot mecha fetishist, I can't wait for ZOE either."

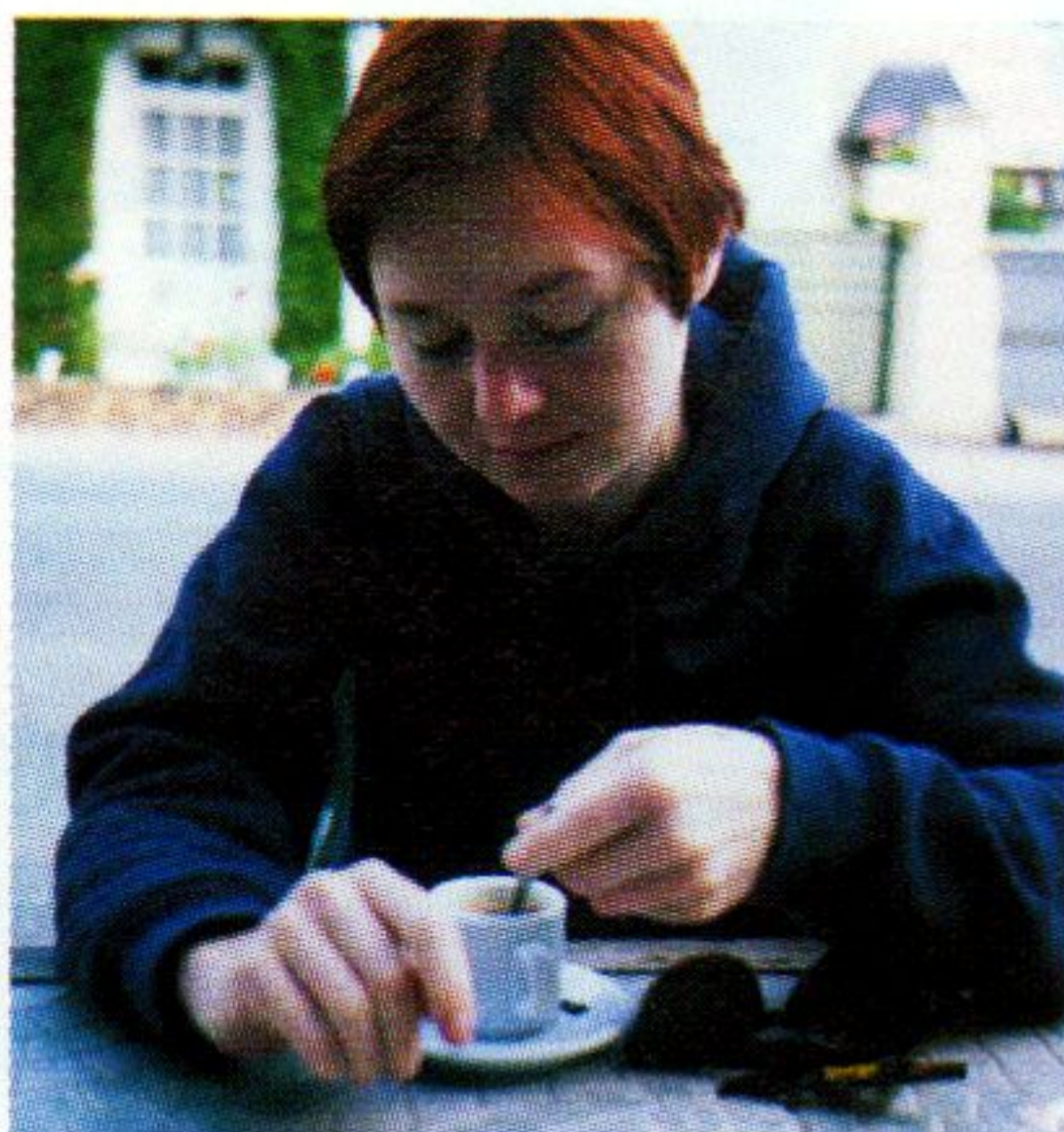
## LOUISE WELLS

Lou's obsessed with sunflowers. "Yellow's my favourite colour, and my house is absolutely covered in the things. There's a beaded curtain in the kitchen sprinkled with them, and a patchwork sunflower duvet that my mum made in the bedroom. Then there are loads of pictures and mirrors in the living room. And a rug. Oh, and sunflower cushions to match the mug. And..." Um, Lou? Just stop... "It all started about three years ago, when I went out and bought some sunflowers to brighten up the room. I just couldn't believe how beautiful they were. Now I just can't get enough." Please. Everyone. Learn from this. Don't give sunflowers house space. They're evil addictive beasts.



**Game of the moment:** "Tekken Tag Tournament allows me to take out all my pent up anger, mostly on Goldsmith or Lawrence. That said, pretty much anyone will do, really."

**I'm holding my breath for:** "My baby. I got myself up the duff about five months back."



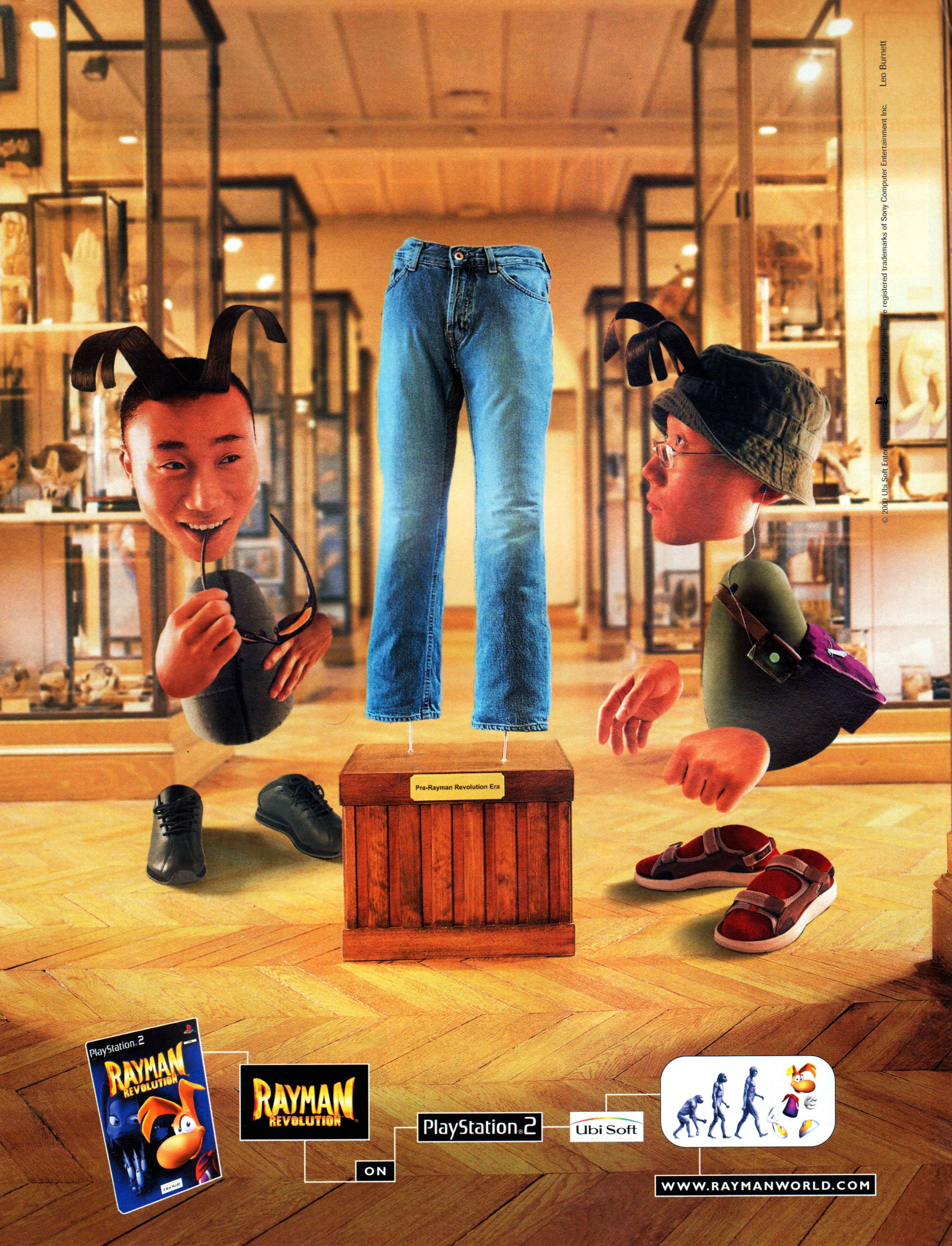
## LOUISE BROOM

The action figure shots in this issue's Toy Story feature are courtesy of photographer Louise, a self-confessed "inanimate objects" specialist whose pictures of Sony's new AIBO robot pet grace the cover of the latest T3 and this issue's Tekken competition pages. "This one's harder and more robotic looking than the earlier version," she says. Harder yet was coming to terms with the surreal nature of her Quentin Tarantino shots, taken at five in the morning at a party in Nottingham, just after Pulp Fiction won the Cannes Palm D'Or. "I was drunk, he was drunk, and I'm convinced they were some great shots – but when I got the film back all the pictures were black. I was devastated."

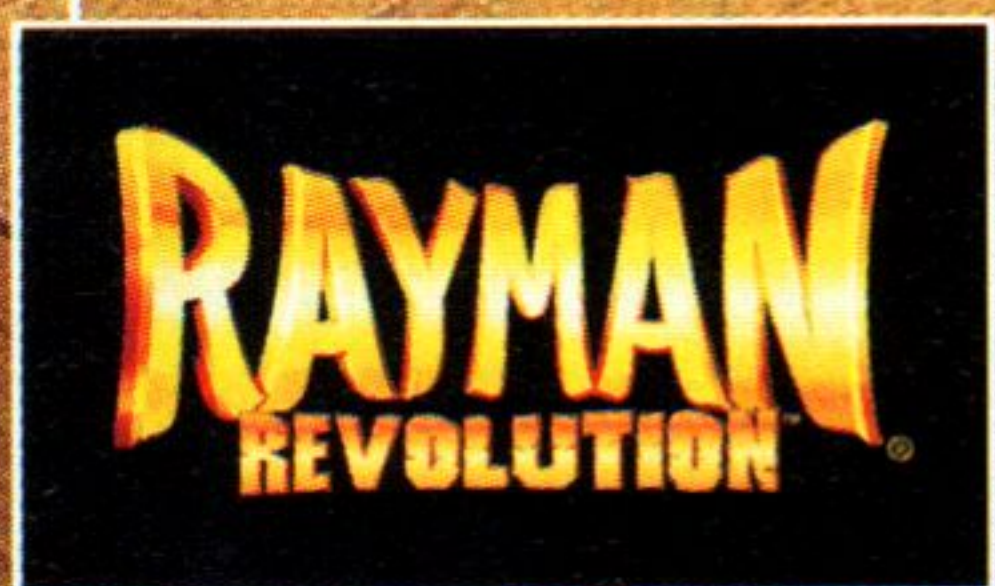
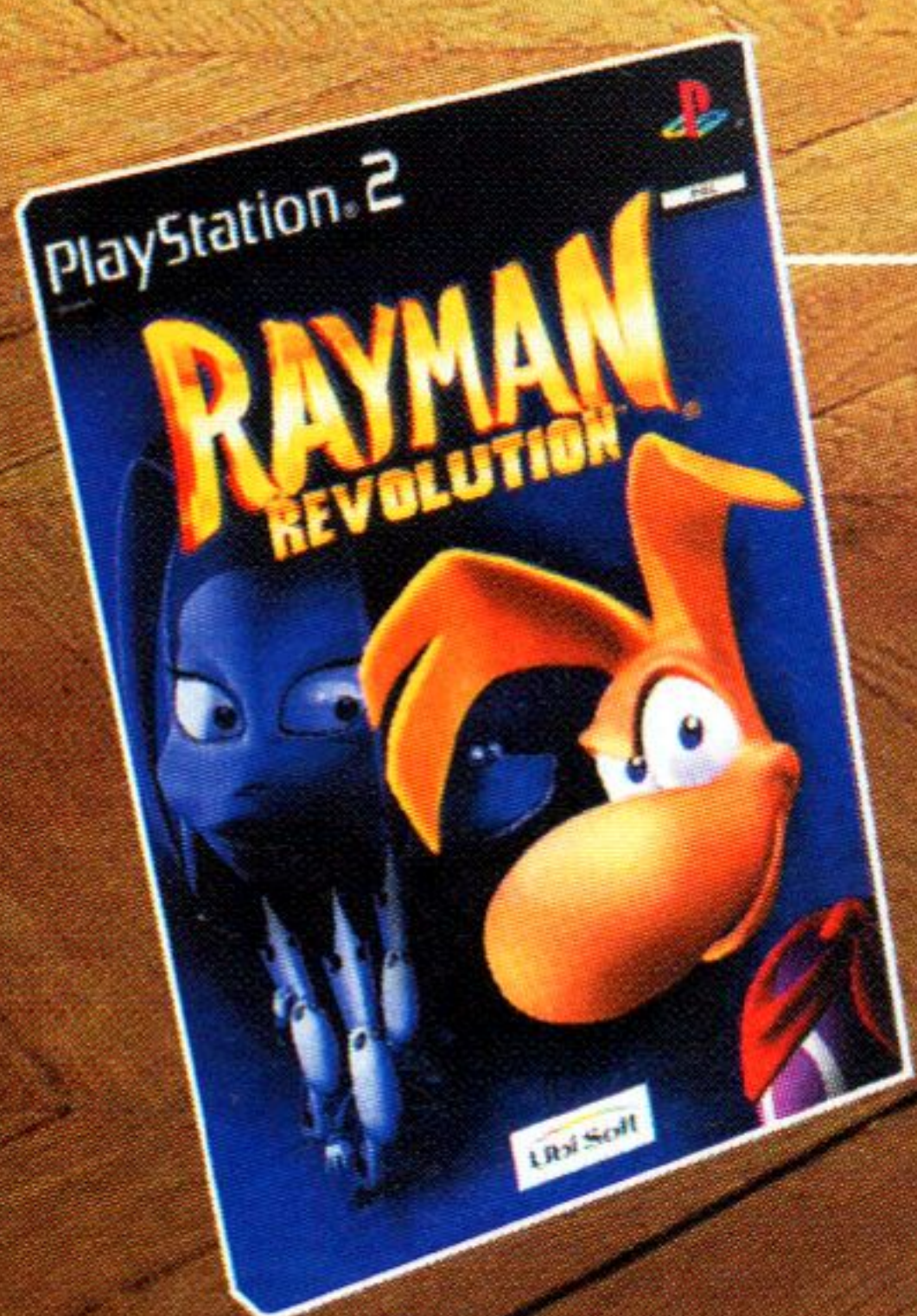
**Game of the moment:** "Sorry, but I'm hopeless at games. There was this driving one once, but I've no idea what it was. And anyway, I was rubbish at it."

**I'm holding my breath for:** "Obviously, I'm not. But I've got some advice for you. When hunting for wild mushrooms, don't put the ugly, warty or phallic ones in your mouth." Words to live by. Respect, the Broom.





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## >> ON THE DISC

PLAYABLE DEMO



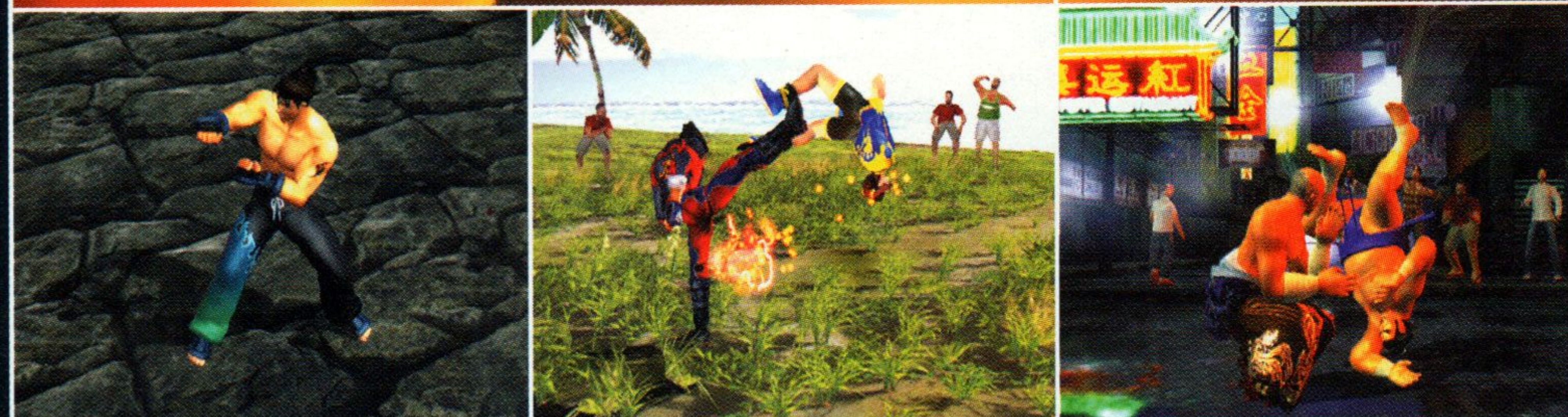
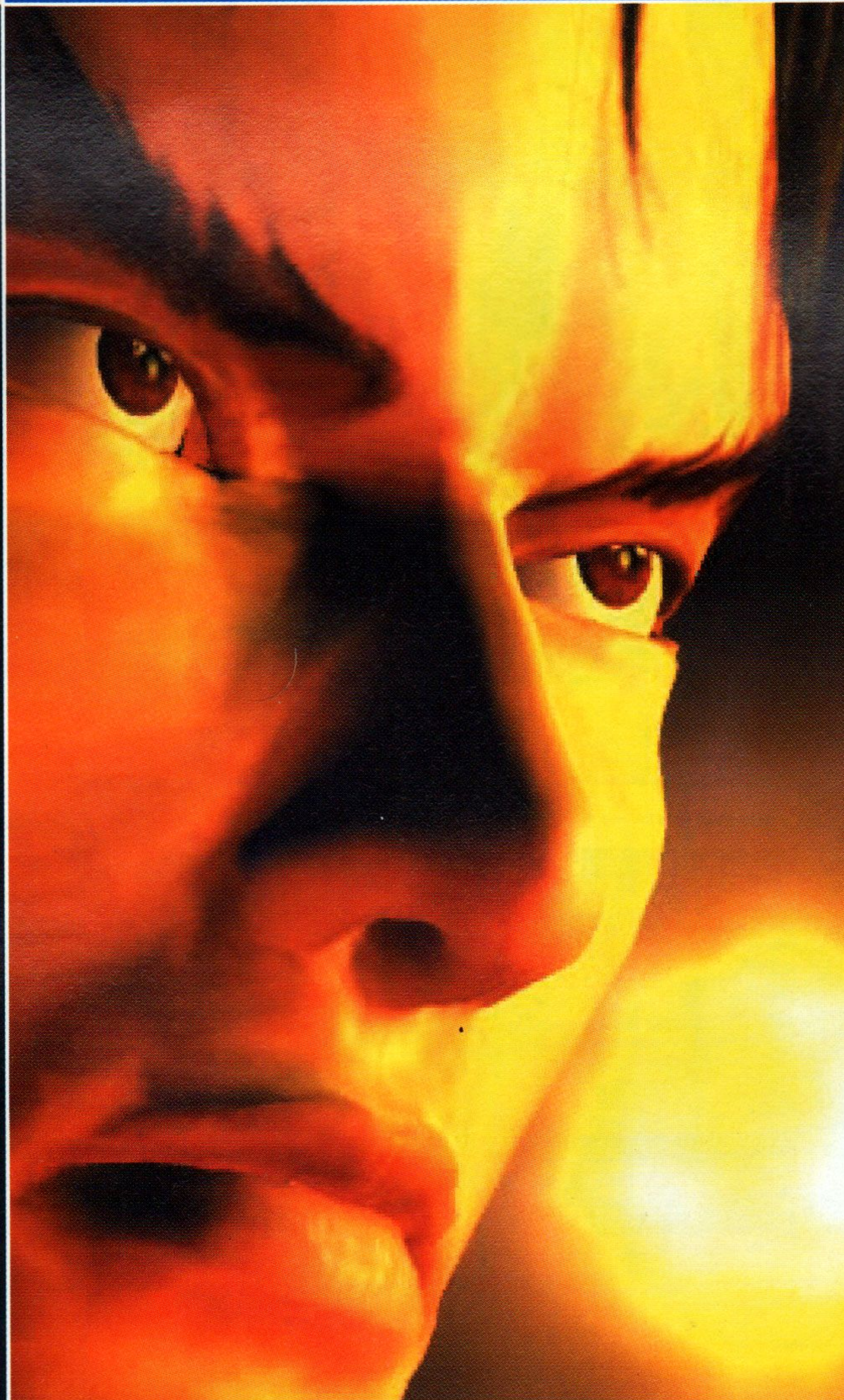
Something very special for you this month. Special enough, in fact to devote our whole disc to. We've secured a one and two-player demo of the peerless *Tekken Tag Tournament* for you to enjoy and be dazzled by. *TTT* is a special beast indeed, fusing addictive beat-'em-up gameplay with the kind of depth that rarely finds its way into a game this fast and furious.

Play our exclusive demo to death (on your own or with your mates – it's one and two-player) or just sit back and watch the glorious CG intro. We've also included some extra rolling demos to give you a tantalising flavour of the other arenas, fighters and pummelling moves that await you in the full game.

Next month we'll be bringing you playable demos of the feudal swashbuckler *Dynasty Warriors 2* and the shin endangering action of *NHL 2001*. On top of that you'll be able to gorge yourself on rolling demos of *Kessen*, *Orphen*, *Street Fighter EX3*, *WipEout Fusion* plus exclusive new footage of *Gran Turismo 3*. We can now confirm that we'll be bringing you a playable demo of *GT3* as soon as it becomes available next year.

But for now, you've got some tag team martial arts action to get stuck into. Go on. The dojo is calling...

Catherine Channon  
Disc Editor



I PLAYABLE DEMO

## TEKKEN TAG TOURNAMENT

Official PlayStation 2 Magazine brings you an exclusive one and two-player demo of the King of the Iron Fist. FIGHT!

### GETTING STARTED

Pop the disc into your PS2 and start it up. You'll be greeted by a title screen inviting you to start a one or two-player game. Press on the controller (or controllers if you're playing against a mate) and you'll be taken to the character selection screen.

### THE CHARACTERS

At the character selection screen you will be given the option to fight as Ling Xiaoyu or Jin Kazama in a timed Tag Battle. Other characters not featured in this demo will be greyed out.

### THE COSTUMES

Depending on which button you press during the selection you can choose one of five costumes for each fighter. Here's how to select the costumes and what's on offer...

Press: for Jin's red and black leather outfit or Ling's yellow and orange silk outfit.  
 for Jin's bare chest/red flame motif trousers or Ling's red and orange silk costume.  
 for Jin's bare chest/blue flame motif trousers or Ling's pink silk outfit.  
 for Jin's orange leather costume or Ling's blue and yellow silk outfit.  
, , or for Jin or Ling's prep school outfits. Once you've made your choice it's time to fight.

### THE FIGHT

**ONE-PLAYER:** Each round lasts 60 seconds. Defeat your opponents in that time and you've won. If you're still fighting when the clock reaches zero then whoever has the most of their health bar remaining will win by default. Winners get to see a victory animation. After each bout you will be taken to the title screen to begin again. Another player can join at any time during a one-player fight by pressing start on his/her controller. A message will announce a new challenger and you'll be taken back to the character selection screen.

**TWO-PLAYER:** If you select a two-player game at the start or during a one-player game the second player will have to select Ling and Jin from the Character Select screen. The winner after 60 seconds goes on to fight in a round against the PS2. The game then resets back to the title screen as in a one-player battle. (You will be unable to pause the game in either mode.)

There are four different fight arenas and they cycle in this order:

1. City street (night)
2. Temple
3. Palm trees and tall grass
4. Snowy clearing

### THE CG MOVIE

Leave the demo to run between games and you'll be treated to an intro movie starring Jin, Ling, Hwoarang, Paul and the lovely Eddy. This is a taster of the individual characters' CG movies you can access via the full game's Theatre mode.

### THE ROLLING DEMOS

After the CG movie you'll see rolling demos of a changing selection of all the characters who appear in the full game, fighting in one of the four arenas mentioned above.

### BASIC CONTROLS

- Left Kick
- Jump
- Right Punch
- Crouch
- Right Kick
- Move Left
- Left Punch
- Move Right

Use any of the shoulder buttons to tag in your partner.

By combining these controls you can create move strings. See our move list for some of these to try out.



## MOVE LIST: EASY TO EXPERT

Introducing our two fighters plus a few moves to keep you busy.

### MOVES KEY:

- N Neutral Position
- + Moves performed together
- Moves done in succession
- Moves must be done immediately after each other.
- Or Used to denote interchangeable moves. Following move can be slightly delayed.
- FC Perform move in crouched position
- WS While Standing.
- [] Square brackets denote optional input.
- () Round Brackets denote moves grouped together.
- { } Brace Brackets denote moves needed to break a throw.
- NS Ninestring Move.
- TS Tenstring Move.
- ES Elevenstring Move.



### LING XIAOYU

**Country of Origin:** China  
**Fighting Style:** Various  
**Age:** 16  
**Background:** Ling has entered the tournament to earn the cash she needs to achieve her dream of setting up her own theme park. There may be easier ways to get cash but the bank's loss of the interest on a small business loan is *Tekken Tag's* gain.

#### LING'S MOVES

##### Easy

Jab, Uppercut:  $\odot \downarrow + \odot$   
 Birds Flock:  $\odot + \odot$   
 Power Crescent:  $\rightarrow + \otimes$   
 Kneecap Kicktap:  $\swarrow + \odot$   
 Skyscraper Kick: WS +  $\odot$

##### Medium

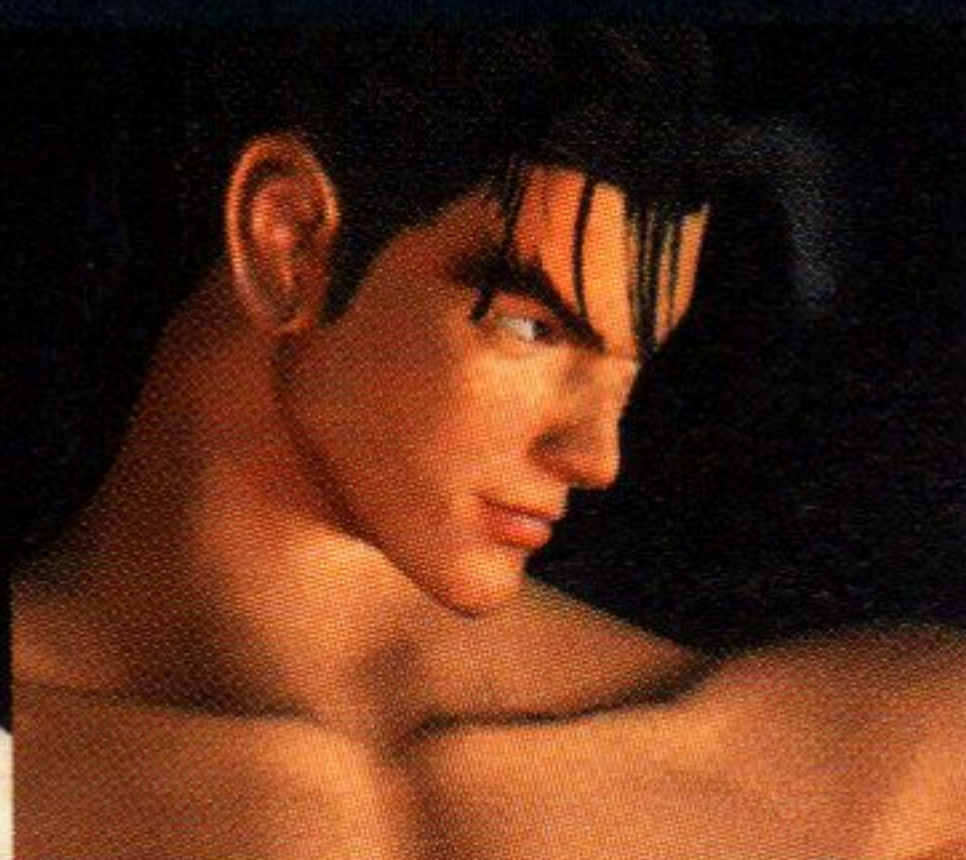
Horizon Taunt:  $\odot + \otimes + \odot$   
 Waving Taunt:  $\odot + \otimes + \odot$   
 Axis Cartwheel:  $\rightarrow + \otimes + \odot$   
 Axis Dive Roll:  $\rightarrow + \otimes + \odot$   
 Wing Strikes Dash:  
 $\rightarrow + \otimes + \odot + \otimes + \odot$

##### Hard

Four Hit Flurry: [Tag] FC,  $\otimes$ ,  $\odot$ ,  $\odot$ , [Tag]  
 Twin Lifting Palms: [Tag]  
 Jugglestep  $\swarrow$ ,  $\odot$ ,  $\odot$  [Tag]  
 Crouching Backturn: (BK) FC, tap  $\swarrow + \otimes + \odot$   
 Spin Sweep, [Phoenix Stance]: FC, tap  $\swarrow + \odot$   
 Lotus Twist, Lotus Slap (BK): FC, tap  $\swarrow + \odot$ ,  $\odot$  [-tap three]

##### Expert

TS:  $\uparrow + \odot$ ,  $\odot$ ,  $\odot$ ,  $\odot$ ,  $\odot$ ,  $\odot$ ,  $\odot$ ,  $\odot$   
 TS:  $\uparrow + \odot$ ,  $\odot$ ,  $\odot$ ,  $\odot$ ,  $\odot$ ,  $\odot$ ,  $\odot$ ,  $\odot$   
 [Facing Left] Arm Hook Toss:  $\odot + \otimes$   $\odot + \odot$   $\odot + \text{Tag}$   $\odot$   
 [Facing Right] Reverse Flip:  $\odot + \otimes$   $\odot + \odot$   $\odot + \text{Tag}$   $\odot$   
 [Facing Back] Spinning Leg Trip:  $\odot + \otimes$   $\odot + \odot$   $\odot + \text{Tag}$



### JIN KAZAMA

**Country of Origin:** Japan  
**Fighting Style:** Karate  
**Age:** 19  
**Background:** Jin became the protégé of the tyrannical Heihachi Mishima, corporation boss, killer and bulk buyer of extra hold hair gel. Good at heart, Jin's training brought out his evil side. He enters this tournament, torn between good and evil.

#### JIN'S MOVES

##### Easy

Shining Fists:  $\odot$ ,  $\odot$ ,  $\odot$   
 Can-Can Kicks:  $\downarrow + \otimes + \odot$   
 Ultimate Tackle:  $\downarrow$  FC +  $\odot + \odot$   
 Axe Kicks:  $\odot$ ,  $\odot$   
 Demon Gutpunch:  $\odot + \odot$

##### Medium

White Heron Combo:  
 $\odot + \odot$ ,  $\odot$ ,  $\odot$ ,  $\odot$ ,  $\odot$ ,  $\odot$   
 Elbow, Demon Paw (Uppercut) [Tag]  $\odot$ ,  $\odot$   $\odot$ ,  $\odot$  [-Tag]  
 Thunder Goldfist:  
 $\rightarrow$ , N,  $\downarrow$ , tap  $\swarrow + \otimes$ ,  $\odot$ ,  $\odot$   
 Overhead Smash, Knee:  
 $\rightarrow + \odot$ ,  $\odot$

##### Hard

Demon Seven String:  
 $\odot$ ,  $\odot$ ,  $\odot$ ,  $\odot$ ,  $\odot$ ,  $\odot$ ,  $\odot$   
 TS Dash Forwards:  
 N,  $\odot$ ,  $\odot$ ,  $\odot$ ,  $\odot$ ,  $\odot$ ,  $\odot$ ,  $\odot$   
 TS Dash Forwards:  
 N,  $\odot$ ,  $\odot$ ,  $\odot$ ,  $\odot$ ,  $\odot$ ,  $\odot$ ,  $\odot$

##### Leaping Slash Kick:

$\odot + \otimes$ ,  $\rightarrow$ ,  $\rightarrow$ ,  $\rightarrow + \odot$   
 Can Can:  $\downarrow + \otimes + \odot$

##### Expert

NS:  $\rightarrow + \text{N}$ ,  $\odot$ ,  $\odot$ ,  $\odot$ ,  $\odot$ ,  $\odot$ ,  $\odot$ ,  $\odot$   
 TS:  $\otimes$ ,  $\odot$ ,  $\odot$ ,  $\otimes$ ,  $\odot + \odot$ ,  $\odot$ ,  $\odot$ ,  $\odot$ ,  $\odot$   
 NS:  $\odot$ ,  $\odot$ ,  $\odot$ ,  $\odot$ ,  $\odot + \odot$ ,  $\odot$ ,  $\odot$ ,  $\odot$ ,  $\odot$   
 ES:  $\leftarrow + \odot$ ,  $\odot$ ,  $\odot$ ,  $\odot$ ,  $\odot$ ,  $\odot$ ,  $\odot$ ,  $\odot$   
 NS:  $\leftarrow + \odot$ ,  $\odot$ ,  $\odot$ ,  $\odot$ ,  $\odot$ ,  $\odot$ ,  $\odot$ ,  $\odot$



## THE TEKKEN STORY

And you thought TTT was just a bunch of maniacs having scraps for cash. Well it is, but there's also an epic story behind all the blood-letting. Sit down, pour a cup of green tea as we unleash the epic story of Tekken. Once upon a time, there was a console called the PlayStation...



### TEKKEN (PSone, 1995)

**Story:** Heihachi Mishima, Head of the mighty Mishima Corporation has sponsored a worldwide martial arts tournament with a bucket-load of cash for the overall winner. As the finale approaches it becomes apparent that the winner will have to beat Heihachi himself in the final round to win the prize and claim the title of King of the Iron Fist.  
**Game:** The game that showed what the PSone could really do. Heralded as a classic, stealing the 3D beat-'em-up crown from *Virtua Fighter*.



### TEKKEN 2 (Coin-op/PSone, 1996)

**Story:** After many gruelling and bloody battles, only one fighter was a match for Heihachi, the sponsor of the Iron Fist Tournament - his equally heartless son, Kazuya. Scarred both physically and mentally after Heihachi cast him into a deep trench to die at the age of five, Kazuya defeats his father and completes his revenge by casting his broken body off the same cliff.

Kazuya takes over the Mishima Corporation and exactly a year after the first tournament a second is announced with a prize, a thousand times larger.

**Game:** Tekken 2 boasts smoother animation, a great improvement in background detail and more rounded fighters than the first game but with the same great gameplay. For some, the best of the series.



### TEKKEN 3 (Coin-op/PSone, 1997)

**Story:** The King of Iron Fist Tournament 2 is almost over and one of its competitors, a young woman called Jun Kazama has made a startling discovery. Kazuya Mishima's incredible power stems from none other than old ultimate evil features himself - the Devil! Sadly, this realisation cannot save Jun, who is drawn beyond her control to Kazuya. In another startling revelation, Heihachi, believed dead, returns to face and defeat his son in the final. Heartlessly he casts Kazuya's body into a volcano. Meanwhile, the Devil fights to enter the body of Jun's unborn child. He fails and Jun flees to raise her son, Jin.

For 15 years Heihachi consolidates his power and the Mishima Corporation becomes a political power with mercenary group, the Tekkenshu. The Tekkenshu are policing an archeological site when they discover a new life form, Toshin. They are decimated, but on arrival at the site Heihachi realises this life form may be his key to world domination. Within weeks, martial arts experts mysteriously start to disappear. Meanwhile, Jun senses approaching danger. When Toshin (are you following this?) comes for her, the 15-year-old Jin confronts it but is defeated and his mother killed. Hungry for revenge he turns to his grandfather Heihachi to be trained as a fighter. Four years later Heihachi announces the third King of the Iron Fist Tournament...

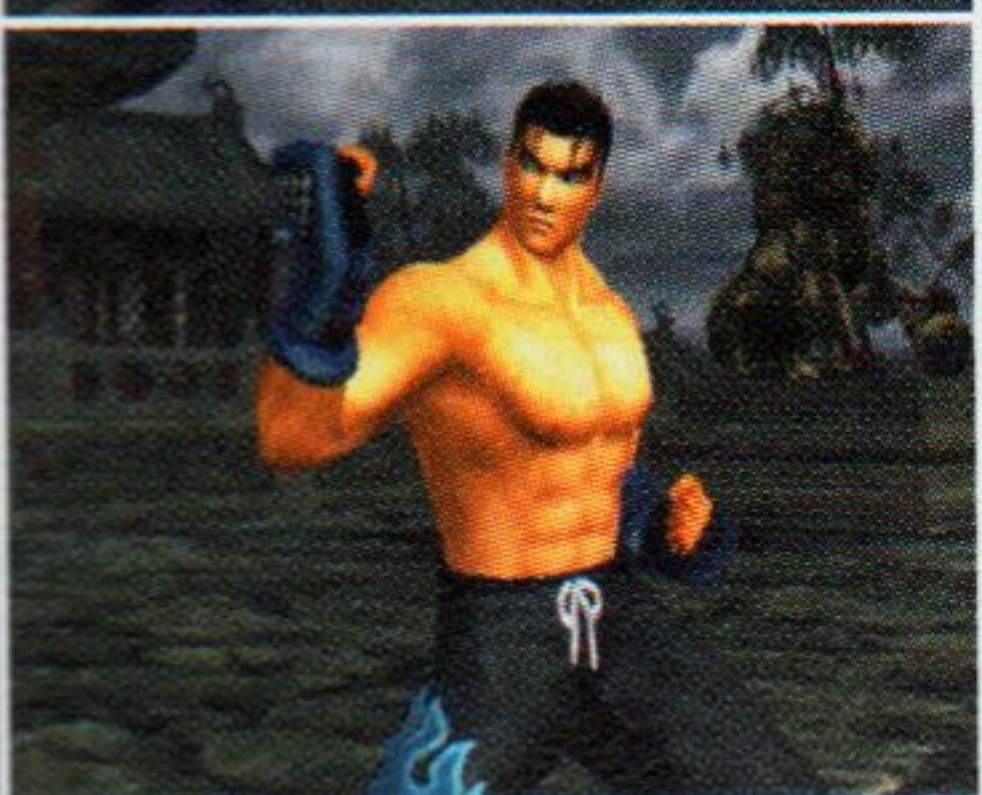
**Game:** Not exactly a quantum leap on from T2, but Tekken 3 represented a solid evolution. Improved combos and graphics are there as you'd expect plus a bizarre sub-game in Tekken Ball.



### TEKKEN TAG TOURNAMENT (Coin-op/PS2, 2000)

**Story:** A bizarre first, as Tekken Tag has no real story to speak of. All the characters from previous games are here are playable with the addition of new sexy fighter, Unknown (but minus Tekken 3's Dr Bosconovitch). Expect the plot to move on when namco announce Tekken 4 - fans should open up all the fighters' ending for a sneak preview of where the game is heading

**Game:** The perfect launch game for the perfect console. Perfect control system, unbelievable animation, stunning FMVs, a world of characters new and old, and of course the new Tag mode enabling you to pull off some stunning four-hander violence. Game on!







>> ON THE DISC  
COMPETITION



# TEKKEN TAG: THE COMPETITION

To celebrate both the release of *Tekken Tag Tournament* and our world exclusive playable demo, we've got together with Sony to give away some top techno-sweg. Here's what you can win...

## THE PRIZES

We reckon our *Tekken Tag Tournament* quiz is pretty damn hard. In fact we're so convinced of its hard as nails potential that we're going to put our prizes where our collective mouth is. Here's what you could win.

### 1ST PRIZE

#### SONY AIBO ENTERTAINMENT ROBOT

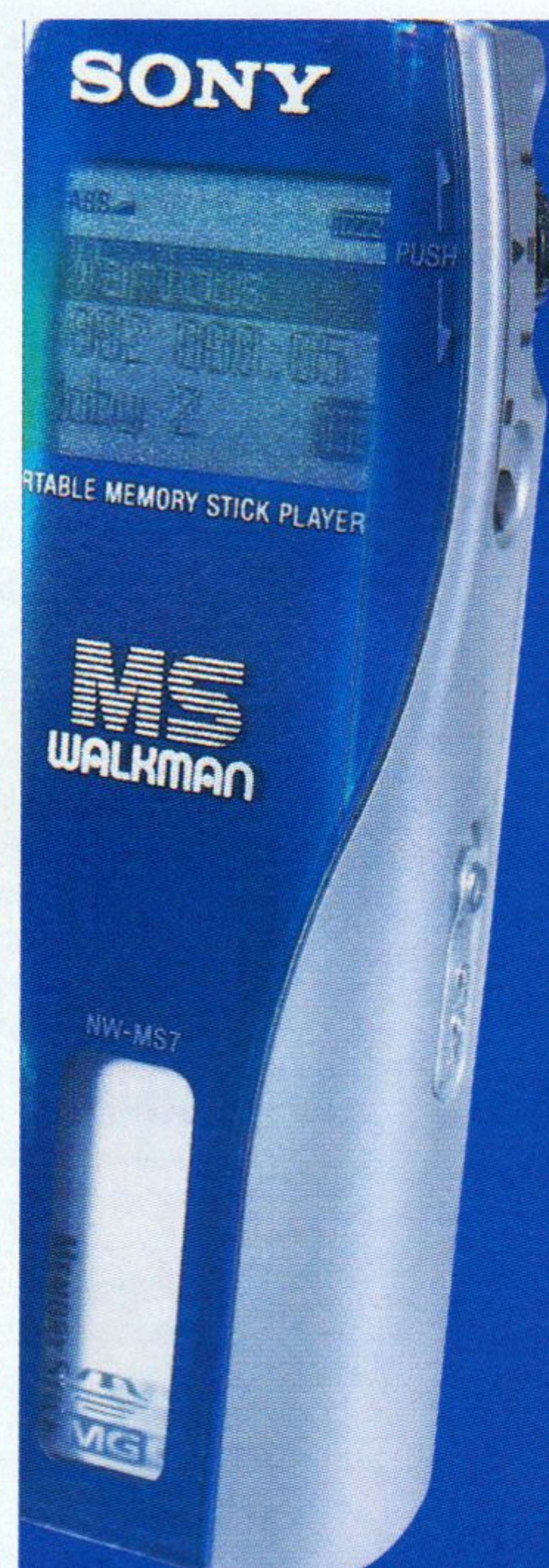
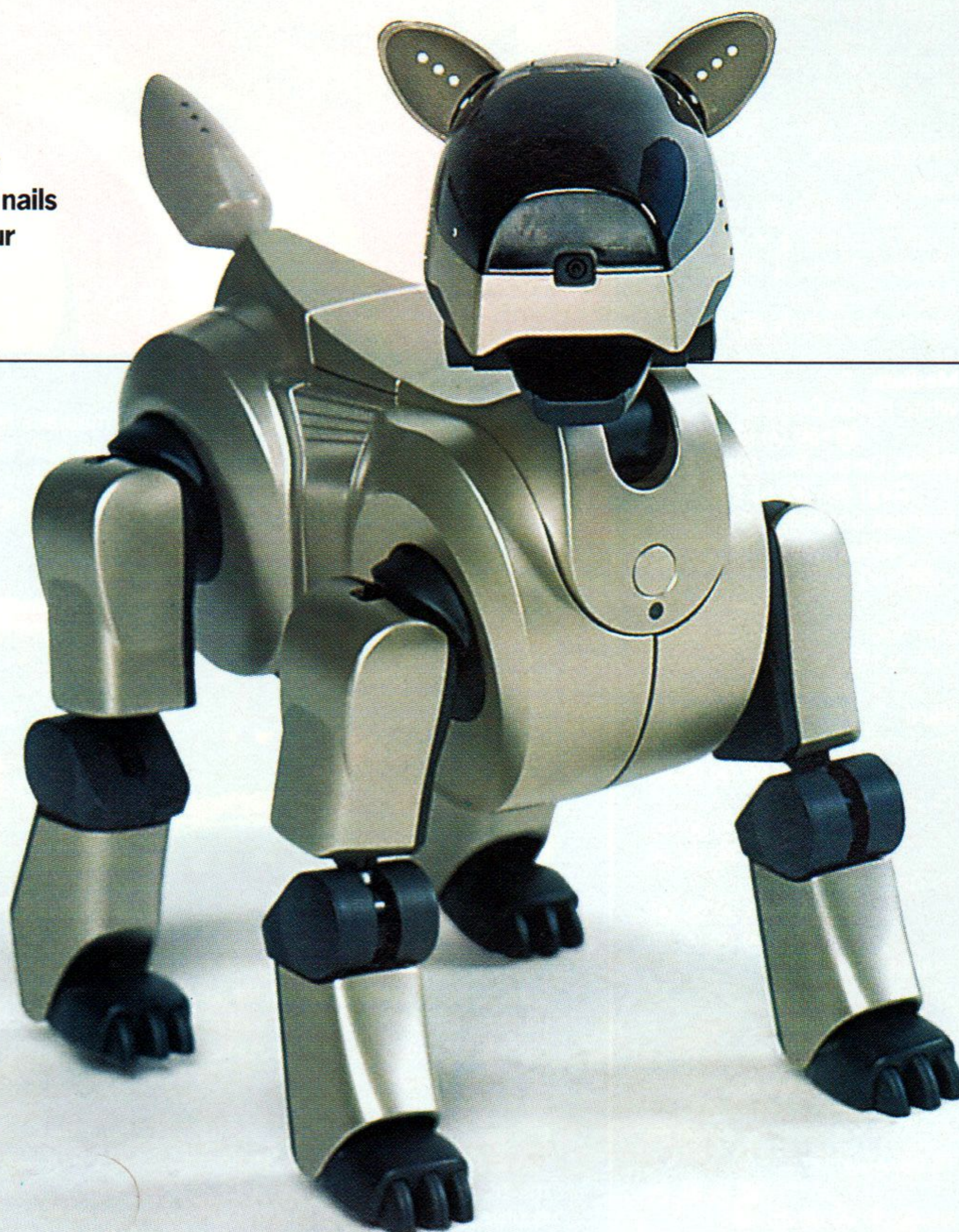
##### AND A COPY OF TEKKEN TAG TOURNAMENT

The gizmo a million kids would sell their grannies for. AIBO may look like a toy but it's a damn sight more complex than it first appears. Kind of cross between a cat and a dog, only without the need for long walks and litter trays. AIBO stands for Artificial Intelligence roBOT and comes to you as a shaky limbed pet with the ability to express five emotions and four different instincts including curiosity and hunger. Yes really. With infrared, touch and acceleration sensors, an in-built microphone, digital camera, PC Card and Memory Stick slots, AIBO will mature as it gets used to its new owner. After a rebellious stage it'll toddle around quite happily looking for affection, will recognise up to 40 words, take pictures of its surroundings (which you can download) and generally run rings around your average family pet, uncle, cousin and so on. The limited edition run of the first AIBO was so successful that Sony have redesigned it. We've got one and it could be yours!

Here's what one lucky winner will get.

- ☐ AIBO entertainment robot **£1,060**
- ☐ AIBO Life software **£64**
- ☐ Energy Station **£120**
- ☐ Li-Ion battery pack **£71**
- ☐ Hello AIBO software **£57**
- ☐ Carrying pack **£105**
- ☐ A copy of *Tekken Tag Tournament* **£45**

For more info on AIBO, go to Sony's Web site [www.aibo.com](http://www.aibo.com) or call the Sony AIBO sales line on **020 7635 2938**.



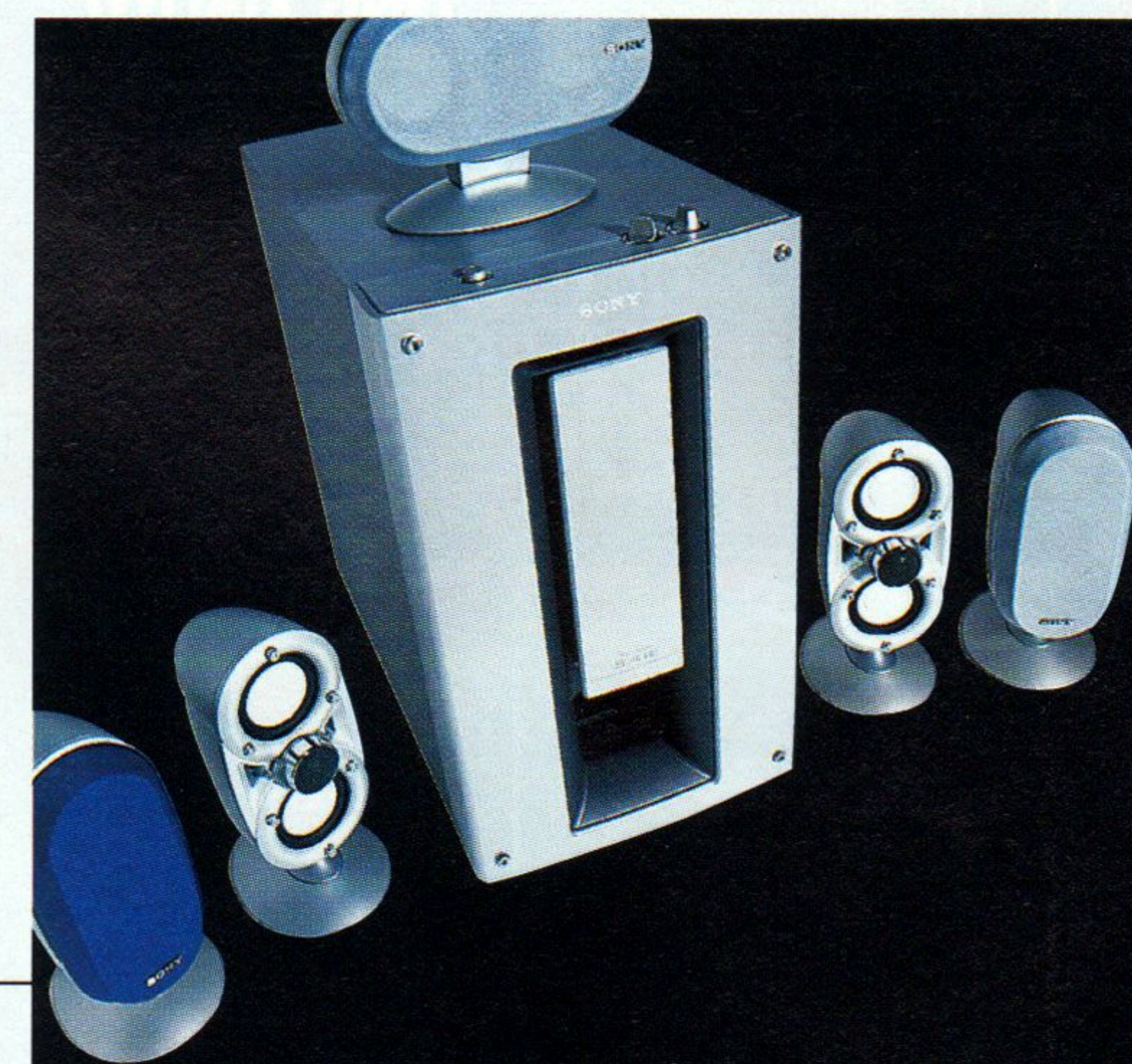
### 4TH PRIZE

#### SONY NW-MS7 MEMORY STICK WALKMAN

##### AND A COPY OF TEKKEN TAG TOURNAMENT

The Memory Stick Walkman really is an awesome sliver of personal audio. The sleek styling is what you'd expect from Sony. What you may not expect is the vast improvement in sound quality that Sony's ATRAC3 recording format has over MP3. Add to that the MagicGate Memory Stick that helps to overcome longevity compromising copyright quibbles and enables you to store 120 minutes of music on a 64Mb device the size of a stick of chewing gum. You cannot fail to be blown away – perfect sound and perfect looks together at last...

For more info on Sony's NW-MS7 Memory Stick Walkman, call **0990 999111**.



### 2ND PRIZE

#### SONY SA-VE705 PASCAL HOME CINEMA SPEAKER SYSTEM

##### PLUS A SONY PLAYSTATION 2

##### PLUS COPIES OF RIDGE RACER V, TEKKEN TAG TOURNAMENT AND FANTAVISION

The Sony Pascal is a diminutive home cinema speaker system that delivers crisp, expansive sound in a way that shames systems that tower above it. Stylish of looks and crisp of sound, these speakers will go just dandy with the PlayStation 2 and games we've thrown in on top.

For info on Sony's SA-VE705 Pascal home cinema speakers, call **0990 999111**.



### 3RD PRIZE

#### SONY PLAYSTATION 2

##### PLUS COPIES OF RIDGE RACER V, TEKKEN TAG TOURNAMENT AND FANTAVISION

You may have heard of this. The future of home computer entertainment. Next gen console. DVD and CD player. Future connectivity to a host of USB peripherals including printers, keyboards, digital cameras and something called online gaming. A fabulous prize with the added bonus of SCEE's three sizzling launch games to play on it thrown in for good measure. You're welcome.



# competition entry form

## PART ONE

### TEKKEN TAG TOURNAMENT – THE ULTIMATE QUIZ

Given that we've managed to wangle over three grand's worth of prizes out of the lovely SCEE, we've decided to give you a quiz worthy of such generosity. Make no mistake – this Quiz is a swine. It will tax you, it will send you insane BUT it could win you an AIBO which will make all your mates so jealous, they'll explode to death. So, answer the 50 questions below. Get 'em right, complete the tie-breaker and it could be you...



#### EASY (NO BELT)

1. Who organised the first King of the Iron Fist Tournament?
2. Who organised the second tournament?
3. Who taught Jin to fight?
4. What is Jin's preferred fighting style?
5. Why is Ling Xiaoyu competing in the tournament?
6. How old is Ling Xiaoyu?
7. What colour are Ling's eyes?
8. In which of the Tekken series does the fighter Unknown appear?
9. Who is Jin's mother?
10. Where is Jin's country of origin?

#### NOT SO EASY (WHITE BELT)

11. What is the name of the Tekken Tag Tournament sub-game?
12. In the playground which Tekken character can be seen wandering in the background?
13. When Eddy is dressed in his yellow and green costume, what colour is the hairband keeping his hair up?
14. How many studs are there on each of Jin's gloves?
15. What character has a scar over their left eye?
16. Name two TTT fighters who have glasses or goggles?
17. Who has the word 'Faisca' written on their costume?
18. Who is the self appointed leader of the Manji Party?
19. What is King's occupation?
20. Besides a Panda, what other bear can you play Kuma as?

#### TRICKY (BLUE BELT)

21. Who's fighting style has a strong connection to breakdancing?
22. And why?
23. What is Gon?
24. Which character is an archaeologist?
25. How is Lee Chao-Lin related to Jin?
26. Who is Ling's best tag partner?

27. How did Heihachi first try to dispose of his son's body?
28. Which character spent time in jail for a crime they didn't commit?
29. With Nina's plum coloured outfit what does she wear strapped to her right thigh?
30. What is the name of Forest Law's father?

#### HARD (BROWN BELT)

31. Which character is the 'Battling Dragon'?
32. Who's name translates as 'Flowering Manhood'?
33. How long were Anna and Nina frozen for?
34. Who stowed away on Heihachi's yacht and defeated his men in order to prove themselves worthy enough to enter the tournament?
35. Name three characters who have mimicry as a fighting style.
36. What substance did Dr Bosconovitch think would save his daughter?
37. What is special about Kazuya and the Devils' tag partnership?
38. What do Unknown and Jin have in common?
39. What is the exact name of Bosconovitch's cryonic experiment that he performed on Nina and Anna?
40. What is the name of Tekken Tag's principal character programmer?

#### VERY HARD (BLACK BELT)

41. What date was the first Tekken released in America?
42. What does Kunimitsu mean in English?
43. The word 'Zaibatsu' is often used when referring to Heihachi's empire. What is a 'Zaibatsu'?
44. Who is Tekken Tag's Project Director?
45. What American, cartoon family is namechecked on the street level?
46. How many Tekken games are there in existence?
47. How is Masashi Tanaka linked to the Tekken series?
48. Bryan Fury was named after who?
49. What company manufactured Namco's official Tekken model figure collection?
50. The Tekken development team think Yoshinori Mizushima – the Art Director – looks like which character?

## PART TWO

### THE TIE-BREAKER

Before we allow any old very smart people to walk off with the goodies you need to complete a tie-breaker.

**Tekken means 'King of the Iron Fist' but doesn't really capture the majesty and fierce action of the game. We want you to sum up the glory that is Tekken Tag Tournament. So complete the following phrase in 20 words or less:**

**TTT is the PS2 ultimate beat-'em-up because**

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## HINTS

### YOU AIN'T SEEN ME, RIGHT?

Yeah, we know – the Black Belt questions are impossible. But we're not so harsh that we won't give you a few hints. We reckon the following few places will give you a hand. Get reading and surfing...

- The disc pages of this here issue (of course)
- Official PlayStation 2 Magazine: Issue One
- The Official Tekken Tag Tournament Guide
- [www.dailyradar.co.uk](http://www.dailyradar.co.uk)
- [www.ukscee.com](http://www.ukscee.com)
- [www.tekkentagtournament.com](http://www.tekkentagtournament.com)
- [www.namco.com](http://www.namco.com)
- [www.tekkenzaibatsu.com](http://www.tekkenzaibatsu.com)
- [www.tekken.net](http://www.tekken.net)

### answers to...

You can either write your answers out in full or fill in and cut out this page, then send your entries to **Tekken Tag Competition, Official PlayStation 2 Magazine, Future Publishing, 30 Monmouth Street, Bath BA1 2BW**. Or you can email them to us at **PS2@futurenet.co.uk** with the subject marked 'Tekken Competition'.

#### Competition Rules

No purchase necessary. No correspondence will be entered into. No employees of Future Publishing, SCEE or any affiliated company may enter. No cash alternative is offered to these prizes. Closing date is December 31 2000. If any prize becomes unavailable Future Publishing reserve the right to replace it with another of equal value. Multiple entries will be disregarded. The editor's decision is final. All normal competition rules apply.







# postal

Laden with love and loathing, this be the bit you write. Well, from next month it will be...

Time travel is an inscrutable affair. See, by the time you pick up our first issue, we'll be finishing off our second one. Tedious detail we know, but what that really means is that two issues in, we're still lacking letters for, well, our letter's page. Readers of last month's issue will know we ran a few missives from our publicity-craving pals in the games industry. This issue, we do the same. Next month, it's your turn. Honest.

Winner of the Star Letter each issue gets a copy of the game of their choice and an exclusive *Official PS2 Magazine* T-shirt. Winner of the second best letter gets just the T-shirt. Anyone else printed gets nowt – except, of course, the rare honour that is seeing their name in print in this fine tome. Send those letters to: Postal, *Official PlayStation 2 Magazine*, Future Publishing, 30 Monmouth Street, Bath BA1 2BW. Or email PS2@futurenet.co.uk. Get writing!



## DVD'S, HDTV'S AND REGIONS PLAYABILITY

Some questions:

1. How good is the DVD playback compared to ordinary DVD players? How good is the picture quality and how good is the sound quality?
2. In the early days of DVD players, the playback of some DVDs was quite poor (particularly where the data rate was high) with choppy sound and video. Are there any DVDs that don't work well on the PS2?
3. In Japan you had to have a plug-in card to play DVDs. Will we have to do this in the UK?
4. Will the DVD player be restricted to Region 2 only or can we play other region DVDs?
5. Some newer DVDs have a form of region protection, to prevent players set to Region 0 from working. This can cause some compatibility problems with some ordinary DVD players. Is this a problem with the PS2?
6. How do PS2 games compare with say PC games in terms of polygons pushed around and visual quality?
7. Will the PS2 support HDTV?
8. Should I buy a PS2 now or wait for an X-Box?
9. When will PS2 be available in the high street without pre-ordering?

**Chris Kingsley**, Rebellion Games

Some answers:

1. Very good indeed. Picture quality is about the same as a DVD player of the £300 mark and take a look at last issue for details on the PS2's top audio quality.
2. The Japanese PS2 had early problems with that notorious Matrix DVD-ROM but apart from that, we haven't seen any major horrors out there. We'll keep you posted.
3. Nope – the driver is now on a chip inside the machine. Just insert the disc and hit play.
4. You can only play PAL or NTSC Region 2 DVDs which includes those from Europe, South Africa, the Middle East and Japan, plus Region 0 discs.
5. No such problems have been reported with the PS2 DVD playback.
6. It's still early days, with developers learning to get the most out of PS2 visuals-wise – see Namco's top anti-aliasing job on Tekken Tag for its UK release. At the PS2 announcement back in March 1999, creator of Crash Bandicoot, Jason Rubin said to this correspondent that we'd only see 20% of what the PS2 is capable of in the first year.
7. Yes. The provision is included on the menu screen – although HDTV is a few years away.
8. You wait for the fatted calf. We'll get busy with Madden 2001, Tekken Tag, SSX and TimeSplitters. See you in a few years.
9. Difficult to say because of the current demand, but Sony are aiming to get enough PS2s in UK shops by Easter 2001.

## HOW WILL FOOTBALL EVOLVE?

I am a massive sports fan and football games are by far and away my favourite genre. I've played them on nearly every platform since the 16 bit days.

My favourite two football games are *Sensible Soccer* on the Amiga and *ISS Pro Evolution* on the PlayStation. Can you tell me which will be the best football game at the launch of PS2 and if it is any good. I am led to believe that ISS from Konami on PS2 is by the team who were responsible for ISS on the N64, if this is true what are the guys who did *ISS Pro Evolution* working on? I would guess that there will be a FIFA game at launch, however I feel

that EA is happy to churn out the same game every year but with a different number at the end of the title.

I am confident that with the awesome processing power of PS2, developers will be able to deliver some great football games, however I don't know whether to buy one at launch or to adopt a wait and see approach. Please advise.

**H Kewell**

*This is not the Harry 'Wizard of Oz' Kewell of Leeds United fame, but a certain games industry insider with a penchant for footie games. Which narrows it down to a few thousand – all of whom know*

that the sublime ISS Pro Evolution is heading to PS2 late next year, with the ability to input your own face via the Cyber-shot digital camera.

## PSONE PLUS ONE?

I've got a PlayStation and am thinking about thinking of buying a PS2, but most of the games I've seen or heard about don't really seem to offer that much new in the way of gameplay. They really seem to be better looking versions of PSone games and not much else. Can you please tell me what you think the most original games for PS2 are and also let me know which ones to look out for in the future.

**Anonymous**

Another letter, another anonymous insider (she knows who she is) but this one leaves us perplexed. Is it a subtler-than-subtle pastiche of the letters that clog up letters pages of other games magazines, or a genuine cry for gaming help where the feeling of the letter is more important than the diction? Oh, and buy Fantavision.

## EMOTIONAL CONVERGENCE

What does it mean to have an Emotion Engine in your console? Does it mean waiting 12 months for *Metal Gear Solid 2* to make you jump? Does it mean that films and videogames are about to 'converge' (yawn)? What kind of games are these heart-tugging creations, anyway?

An emotionally stirring game is one that will making you cry with sadness at a character's demise. That's an interesting and challenging concept for any game designer to tackle. But the same designers are also moving toward another hugely demanding goal – greater freedom and deeper realism. Therein lies the problem. Films can twang our heart strings because they are linear stories, with music and visuals orchestrated to deliver a sharply honed plot with pin-point accuracy.

But if 21st Century gamers want to have the freedom to push a game's major character under a bus, where does that leave that game's plot? High and dry. And that is why the few games which have caused emotional responses in players (other than frustration/anger/giggling) have been essentially linear – and arguably dull – experiences such as the

*Final Fantasy* series. Triggering emotional responses through games is a massively complex task – which is why 99% of games made for PS2 will continue asking you to drive, shoot and jump around. And, to be honest, you'll probably have a lot more fun doing that anyway.

**Caspar Field**, Argonaut Games

Wise words, Mr F. If developers create this lifelike world for us to inhabit, what's to stop players just staying in, say, the pub rather than following the thug through the door and back to his HQ? That's where plot and even more importantly character comes in as, rather than playing with their own agenda, players must assume their chosen character's persona, motivations and emotional response, thus reacting as their character would and 'playing' a realistic fantasy rather than what sounds a boring reality. Such a solution would thus place gamers in a 'game' where the emotions required to make this experience work were as vital as the the actual world they inhabited. It's role-playing meets the movies, fantasy not reality, and very exciting. Maybe there's something in this convergence after all...

## MONEY FOR FUNCTIONS

The PS2's DVD function makes it a very attractive proposition. Gamers can now swan into a shop and say, "Oh look, here's a super-powerful games console that plays great games, on which I can watch DVD movies on."

I believe the more functions a product has, the more people are going to be willing to spend their hard-earned money upon it. PS2's DVD playback is a match-up that appears completely logical. DVD titles aimed at the 18-30 male market will hold the most attention as everyone turns an admiring eye towards *The Matrix*.

I imagine that the majority will buy both games and DVDs. Not doing so is the equivalent of only wearing one shoe and throwing the other in the bin.

**Colin Grant**, Capcom

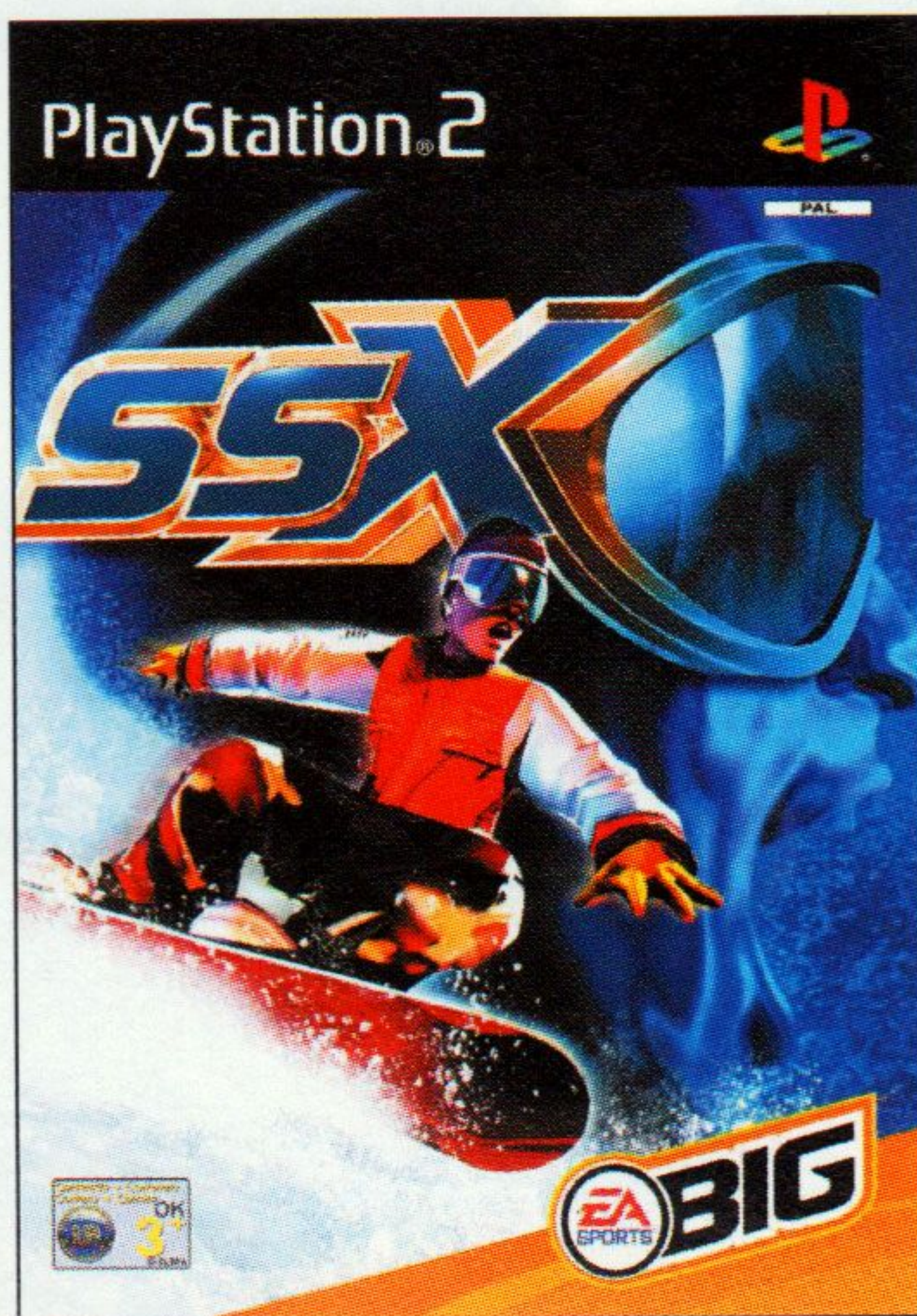
*In short? Not only does this thing play a mean game of Smuggler's Run, but I can watch American Beauty and even play my old copy of Smash Court Tennis. And it looks nice. Ain't technology wonderful?*



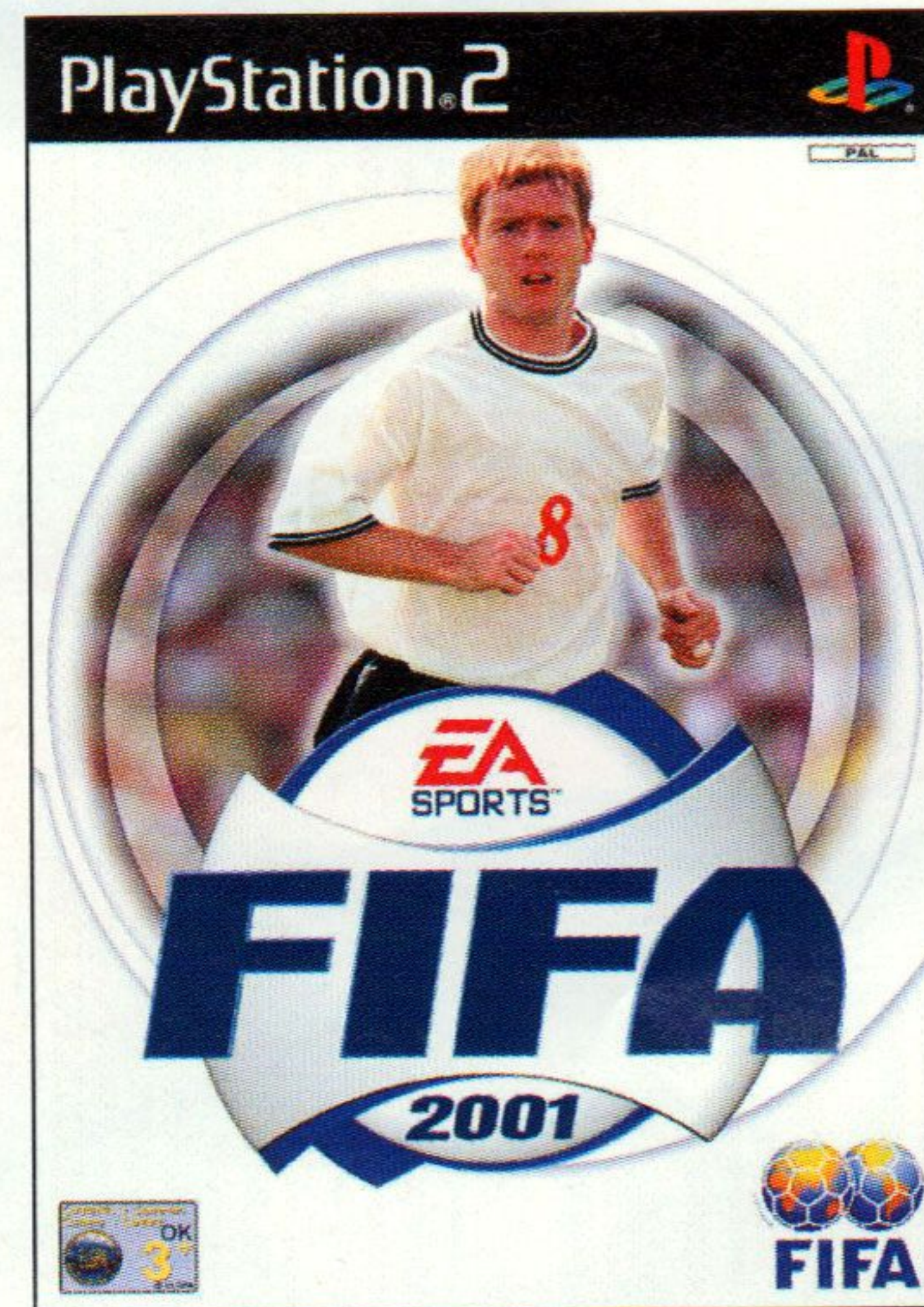
THE BEST STRATEGY IS TO GET PRACTISING  
BEFORE YOUR MATES BUY THEM TOO



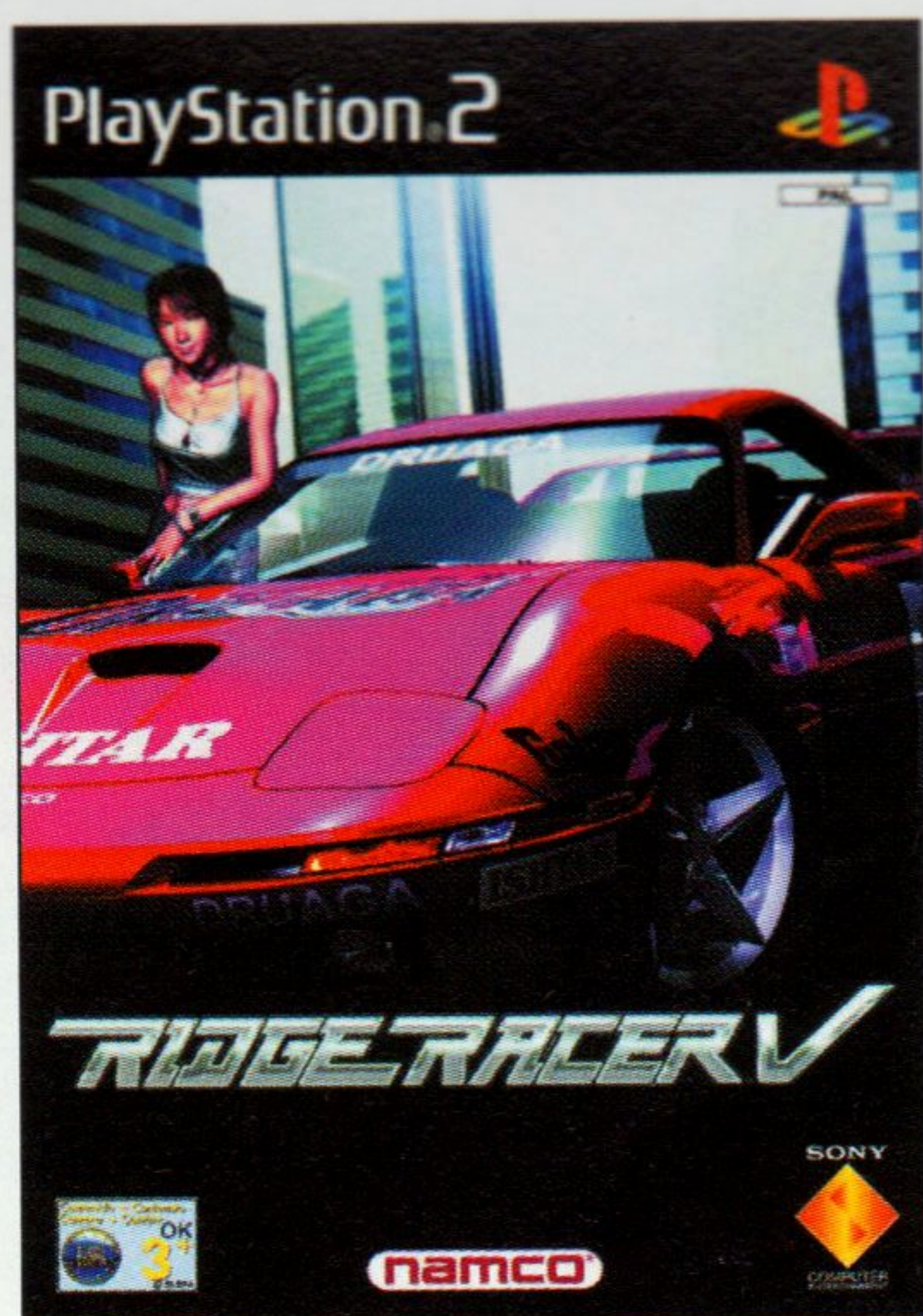
TEKKEN TAG TOURNAMENT



SSX SNOWBOARDING



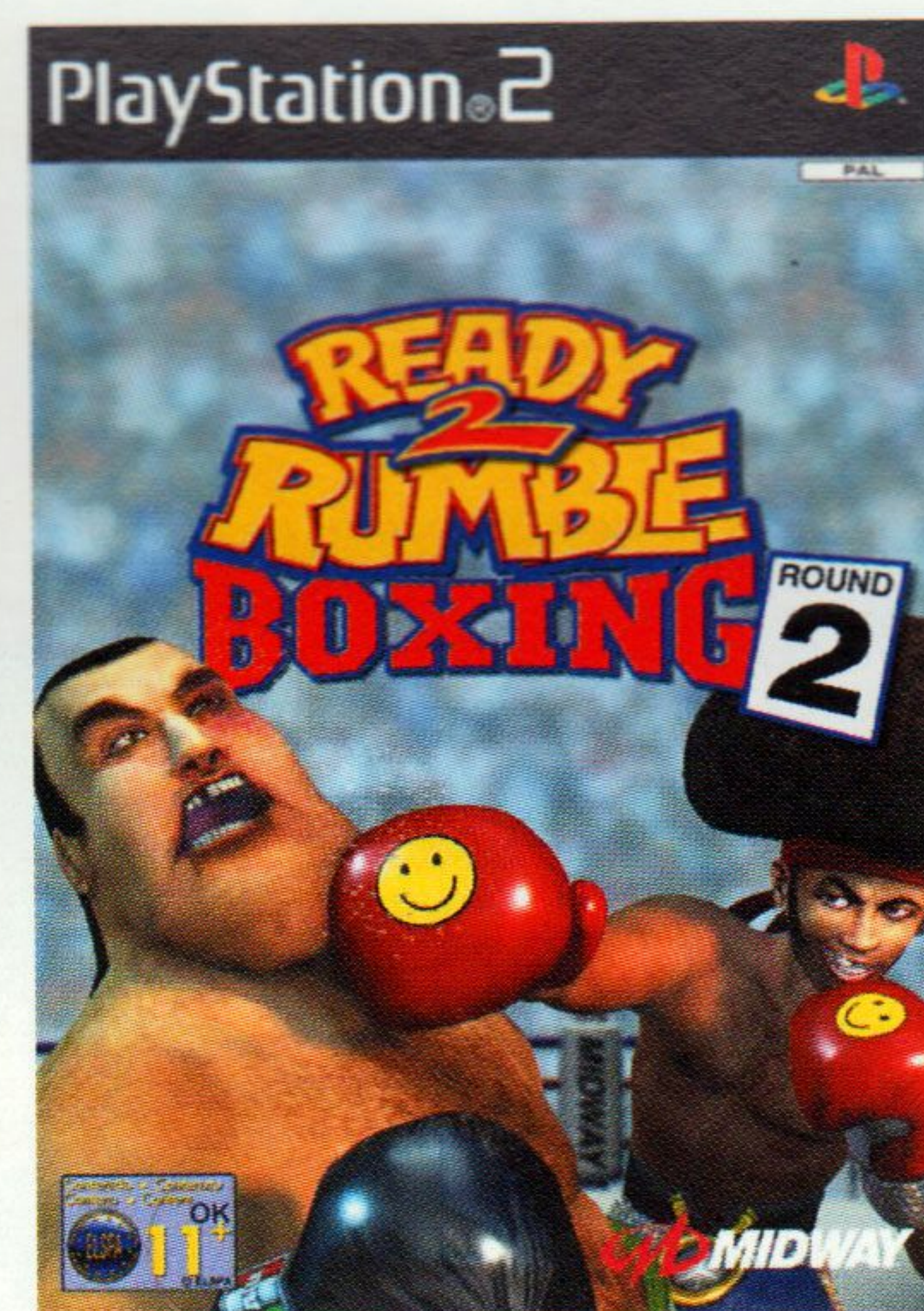
FIFA 2001



RIDGE RACER 5



SILENT SCOPE



READY 2 RUMBLE 2

WHATEVER TURNS YOU ON





BEAT BEFORE  
SEE BOTTOM

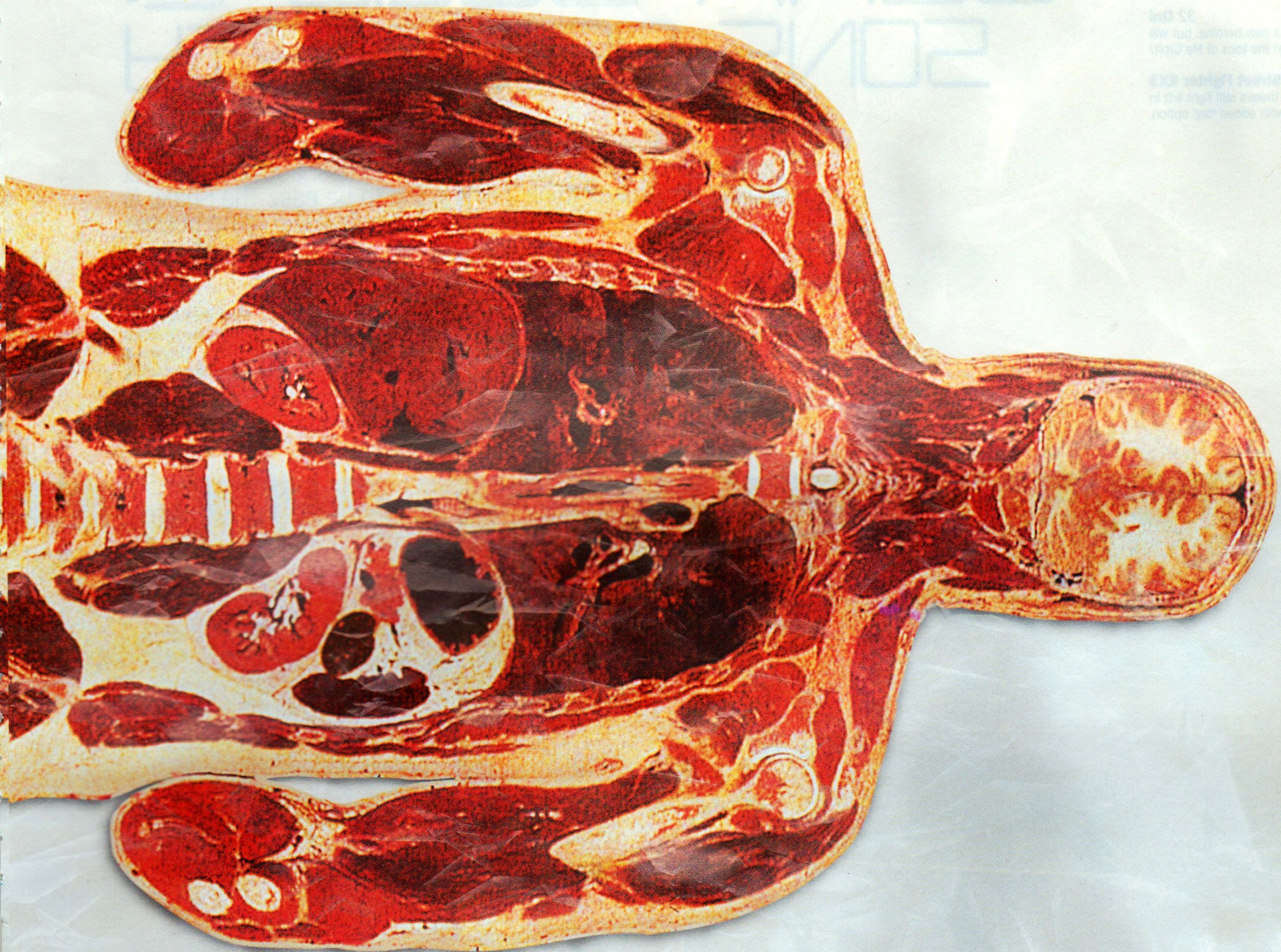




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# PREVIEW

## PREVIEW CONTENTS

### 24 **Zone Of The Enders**

Taking time out from *MGS2*, this is Kojima's other project. This time with robot warfare.

### 28 **F1 Racing Championship**

A wave of F1 titles are coming to PS2, but Ubi Soft is first on the starting grid.

### 30 **Summoner**

Another RPG is due to hit the shelves next year. How will it fair on the PS2?

### 32 **Oni**

A new platform and a new heroine, but will she step on the toes of Ms Croft?

### 34 **Street Fighter EX3**

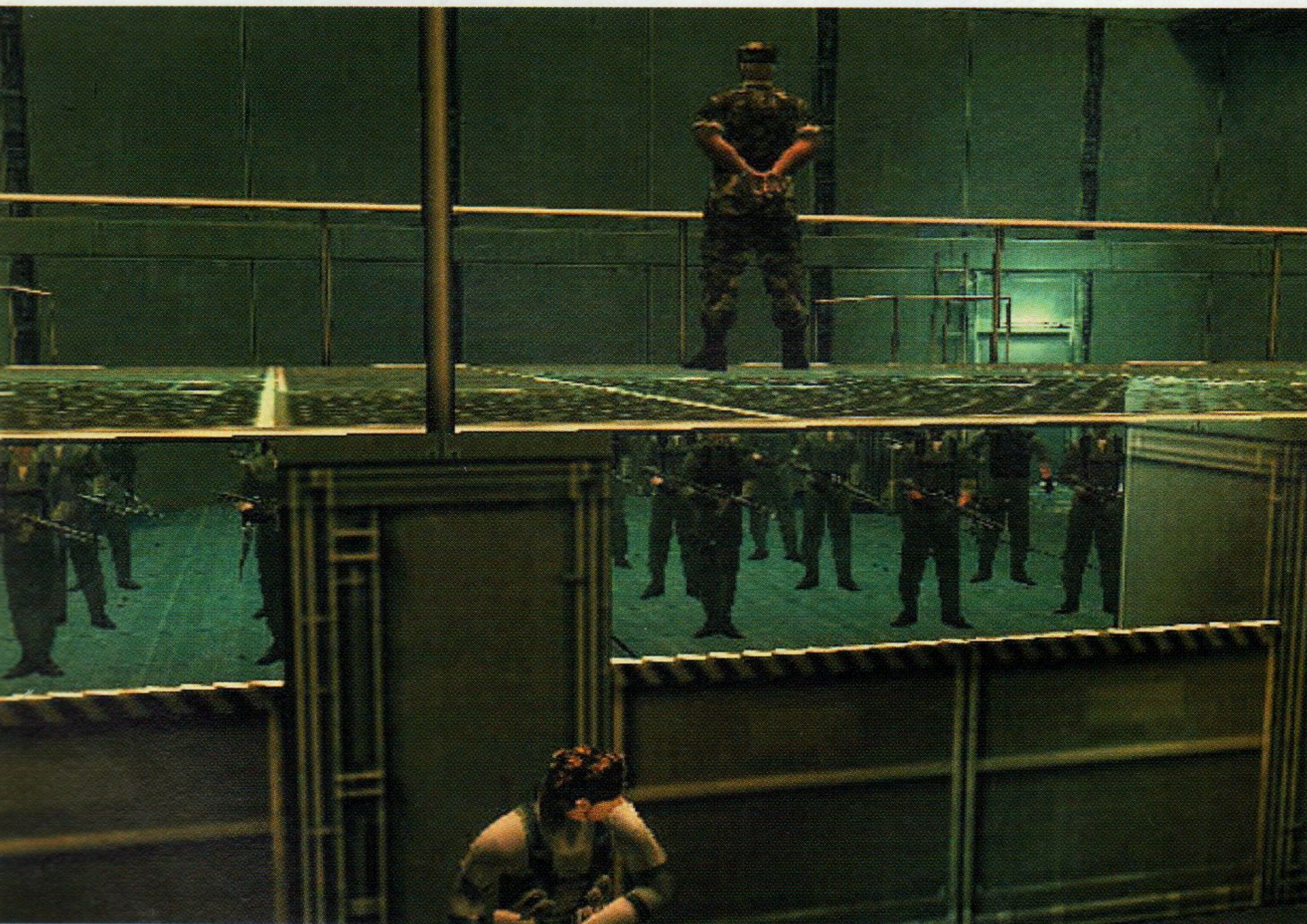
After 20 incarnations there's still fight left in the series, now with added 'tag' option.

WORDS: BEN LAWRENCE

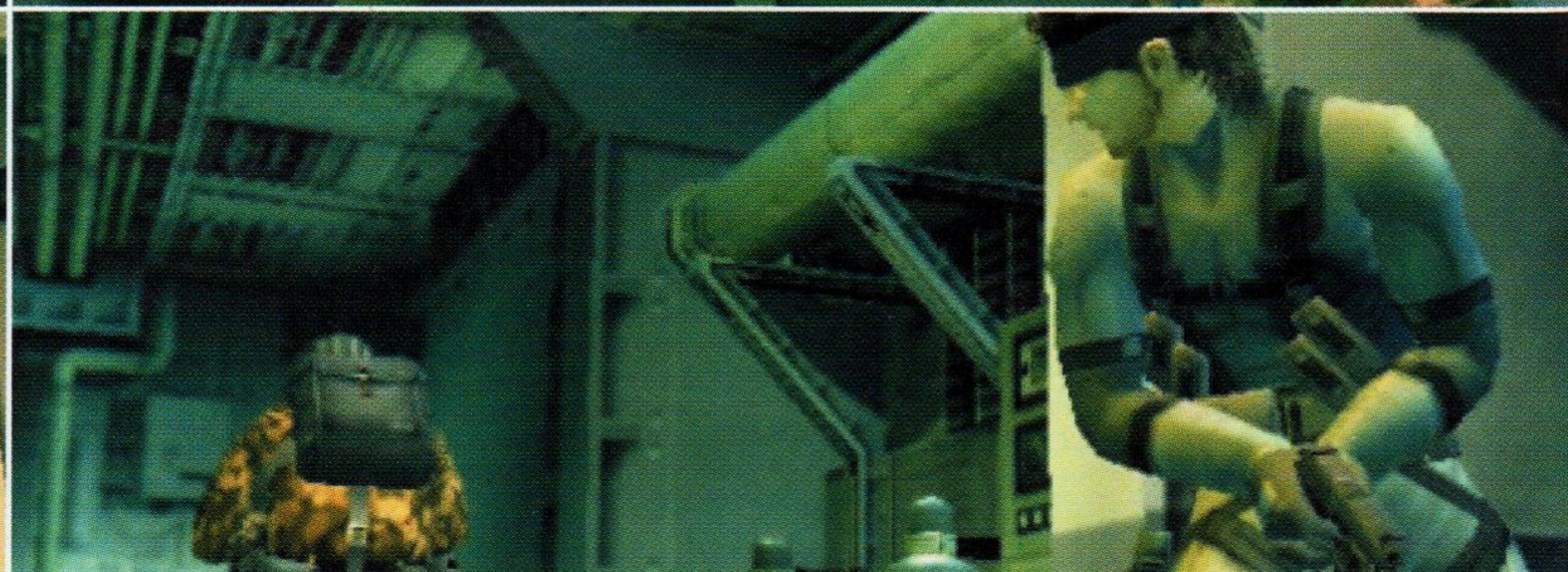
# METAL GEAR SOLID 2: SONS OF LIBERTY

Don't make a sound, don't move from the shadows and most importantly of all, don't think this is going to be easy. The Snake is back and there's going to be trouble.

Publisher: Konami  
Developer: KCEJ  
Players: 1  
Release: August 2001

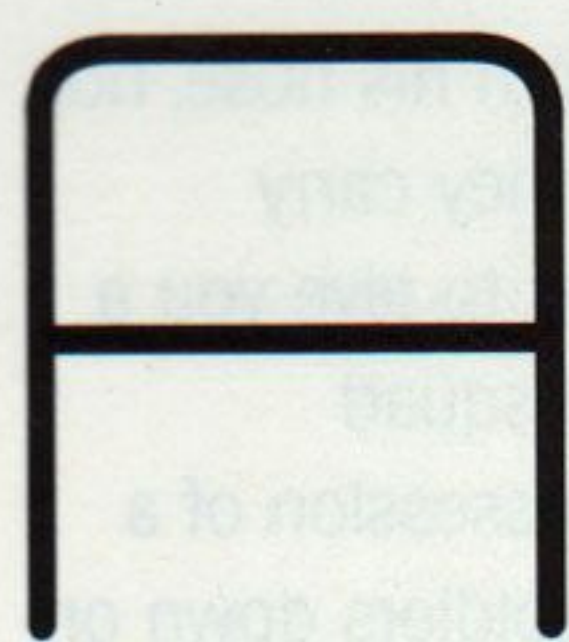


As the more dedicated among you will realise, the screenshots on the next six pages are being shown in print for the first time. Wait 'til you see the cardboard box...



As the above two shots show, stealth remains vitally important to your success. Hiding inside lockers (top) and in doorways (below) is a good idea.





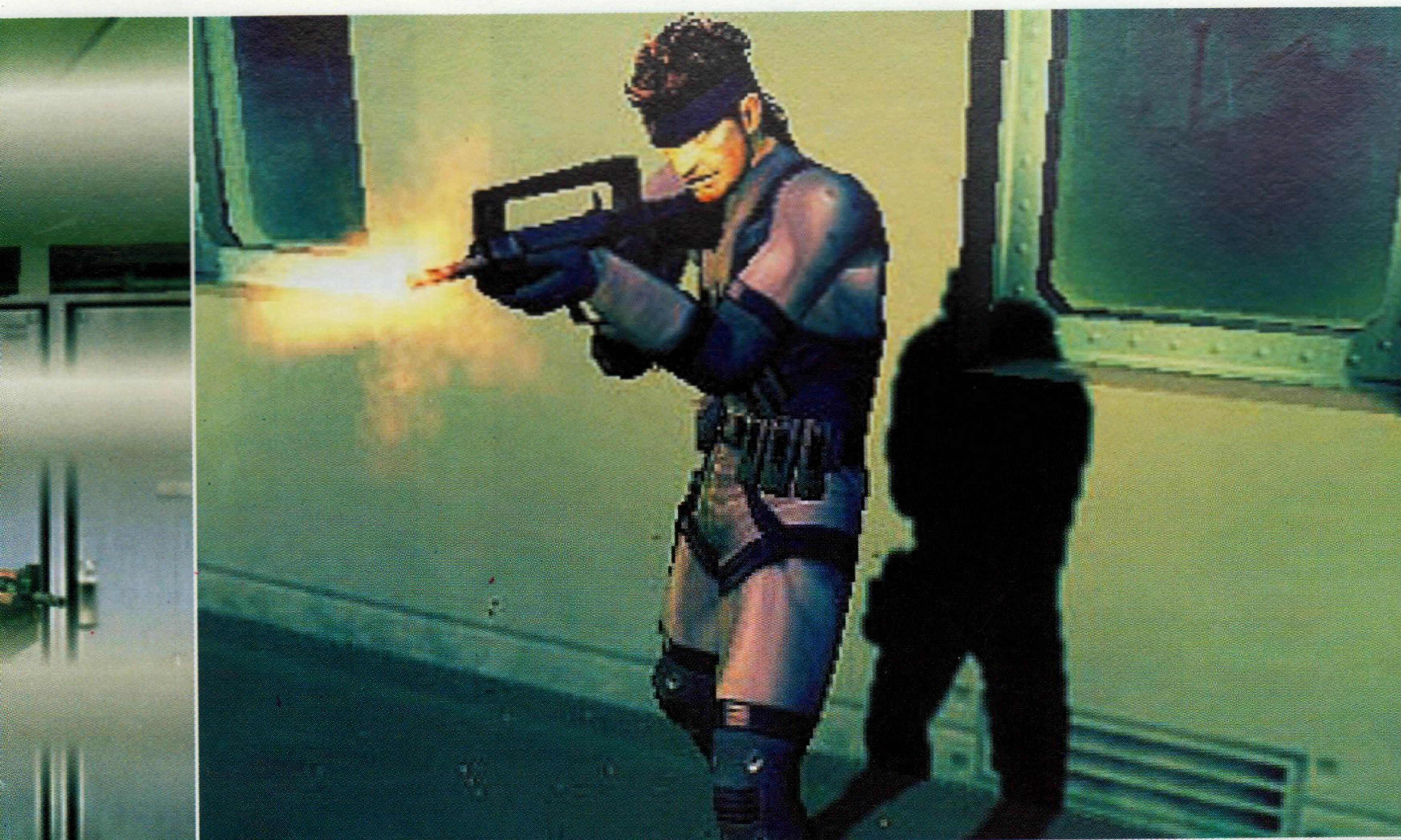
thick, impenetrable rain cascades from the night sky. Ships tethered to the freezing, deserted docks are tossed about by grey soup waves and there isn't a soul for miles. A rusted cargo ship rocks on the turbulent water nestled between other buffeted grey hulks. It's cargo is different from that of the others though. It's cargo has the potential to destroy, the potential to bring about a massive cataclysm. Its cargo is the huge war machine, Metal Gear Ray – a machine that was never even meant to exist.

Despite a lone soldier ending the threat of nuclear Armageddon in Alaska and destroying Ray's predecessor Metal Gear Rex, blueprints were stolen, distributed throughout the underworld and Metal Gears quickly cropped up in the arsenals of fascist governments across the globe. Metal Gear Ray was meant to be the cat to catch these robot rats, the ultimate war machine that would obliterate the threat of a hundred Metal Gears – but something very bad is about to happen.

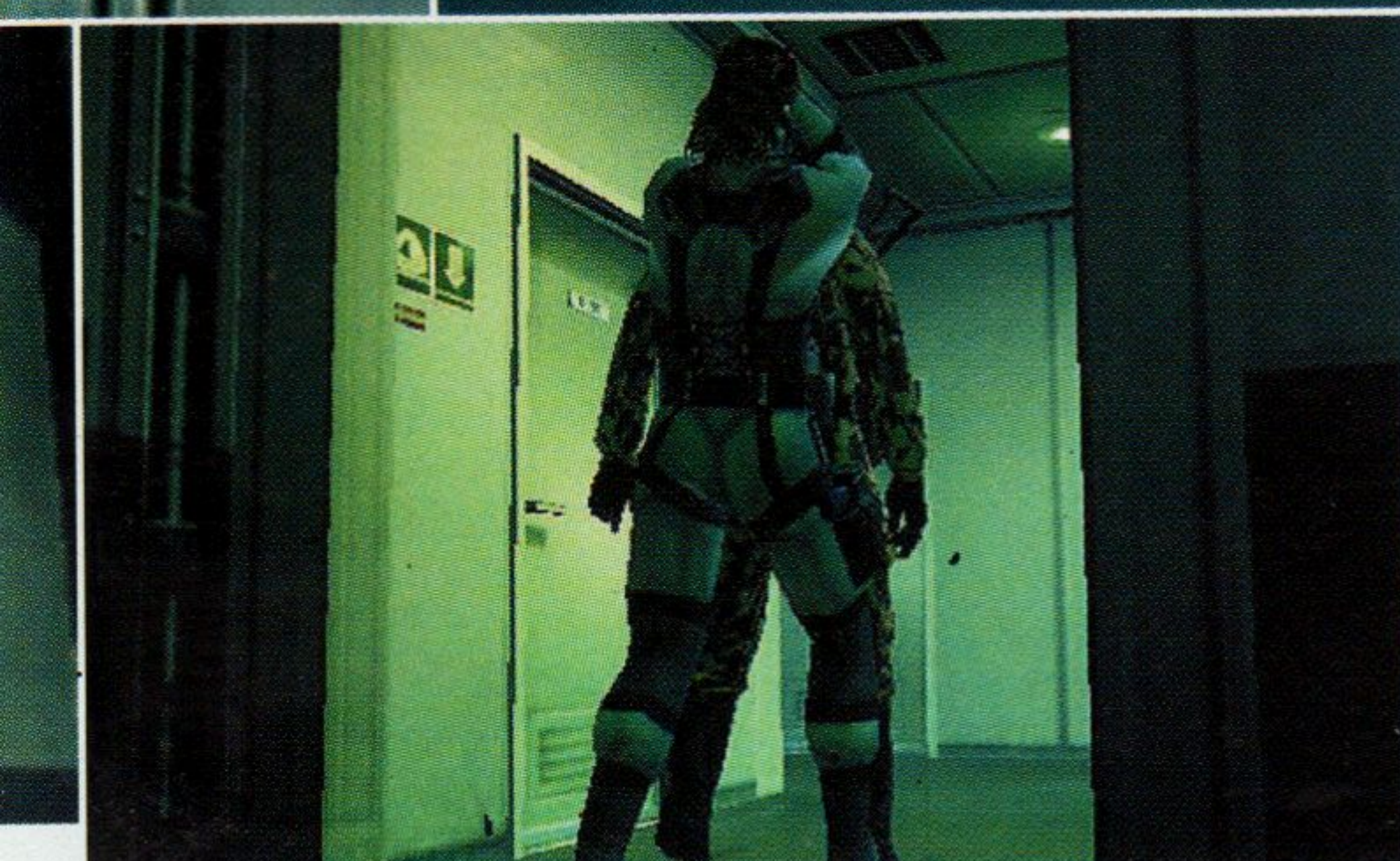
The sound of lashing rain is joined by a distant sound. Almost indeterminable against the wind but there nonetheless. Its intensity grows. It's getting closer. It is a helicopter and brings with it trouble. Approaching the ship it descends, doors sliding back with military ferocity, ropes tumble to the deck of the ship and all hell breaks loose. Gun fire rips across the bow, guards fall in their dozens and within minutes the ship is seized. The terrorist group known as the Sons Of Liberty have Ray in their grasp. However, we know who else is on board. We know that in the darkest shadows of the ship someone has been watching the horror unfurl. And we know Hideo Kojima is going to make him clean this mess up.

Earlier in the year Konami gathered together press spanning the globe to witness the first glimpses of *Metal Gear Solid 2: Sons Of Liberty*. Water was on hand for those who felt faint. By the time the nine-minute trailer ended glasses were dry, jaws were gaping and there were a few journo's face down

Compare this clean-cut Snake from PSone to the grizzled man on this issue's cover...



Sneak's first showdown with a new deadly female foe is seen during the trailer. Could she be a Daughter Of Liberty?



Sneak sneaks up from behind and sends the soldier to sleep. Why waste bullets?





# PREVIEW

## METAL GEAR SOLID 2

//The ship's cargo has the potential to destroy, the potential to bring about a massive cataclysm. It is Metal Gear Ray. The war machine has evolved//

on the carpet. This, ladies and gents, will be the biggest gaming phenomenon you're ever likely to see, even if the man behind it did express his disappointment when he found "the PlayStation 2 wouldn't enable me to animate 20,000 soldiers at once."

Kojima knows full well that no matter how hard you push the technology behind games, they will never surpass cinema for reality. That is why Kojima concentrates on creating the perfect gameplay to infuse his virtual worlds. This means rather than looking perfect (for example, anti-aliasing of any form has been ignored) *Metal Gear Solid 2* has to feel right. Weather particles are the first subtle indication of how something relatively incidental can add serious weight to the gameplay. Yes, it looks nice but more importantly, it affects the game – Snake can catch cold, his movements become slower. On top of the lashing rain, the cold night air will reveal the vapour from Snake's breath while lightning also plays a crucial role. See, lightning casts shadows. And shadows, as you will quickly learn, are bad. Very bad.

### REVEALING REFLECTIONS

If you stand in the wrong area your shadow could fall in the path of an on-coming guard and that could spell potential disaster. Reflections in glass are also hazardous and could bring you unwanted attention. However if you shoot the glass you will leave fragments and again, these can give you away – as can blood spots, breath vapour, movement in front of motion sensitive cameras or noisy footsteps. If you think that somehow you'll easily fend off the relatively stupid guards then you're very mistaken.

Kojima boasts that a whopping third of the Emotion Engine's abilities have been guzzled up by enemy AI and watching them scout about the ship sniffing out clues for your presence is like watching a pride of neurotic lions. The Sons Of Liberty have got brains from somewhere and they're nasty. Rather than the lone soldier you'd encounter in *Metal Gear Solid* who often had no

idea what had hit him as his brains leaked from his nose, not only do the new enemies work in teams but they carry protection in the form of Plexiglas shields. Just to give you a real kick in the globes they are also lead by a squad commander who more often than not is in possession of a radio. And he uses it too, bringing dozens of soldiers down on you in seconds. Kojima seems to have tipped the balance very much against Snake but don't worry – he is also putting in measures that are in the mulletted one's favour.

Sneak will now be able to perform various moves that were previously beyond the PSone's capabilities. Kojima even admits that certain aspects such as moving hand over hand dangling from overhead railings were influenced by 'imitators' such as *Syphon Filter*. A first-person mode is also in development, and although it was an option available on the PSone's *VR Missions*, it's now going to play an active role in proceedings. Let's take those almost impenetrable Plexiglas shields as an example. Sure, they'll crack and splinter when bombarded with bullets but fire at them in third-person mode and you're just wasting bullets. However switch to first-person perspective, take a look just below their shields and you'll then be able to take the guards out by shooting their legs away. This also comes in handy in other situations. If you see a guard tiptoeing along a gantry whispering into a walkie-talkie then the best course of action is to aim right for his transmitter.

The conduits that run throughout the ship are also ripe for first-person targetting. A well-aimed first-person shot will tear through pipes causing them to vent scalding steam straight into the path of on-coming soldiers. This saves vital ammunition that you may (or may not) have. But Kojima is a man obsessed with the idea of freedom and he doesn't want the player just to be on the search for ammo. He wants to immerse the player in a world where you live by your wits, not just by the speed of your trigger finger. Kojima has demonstrated this freedom by the ultimate statement of

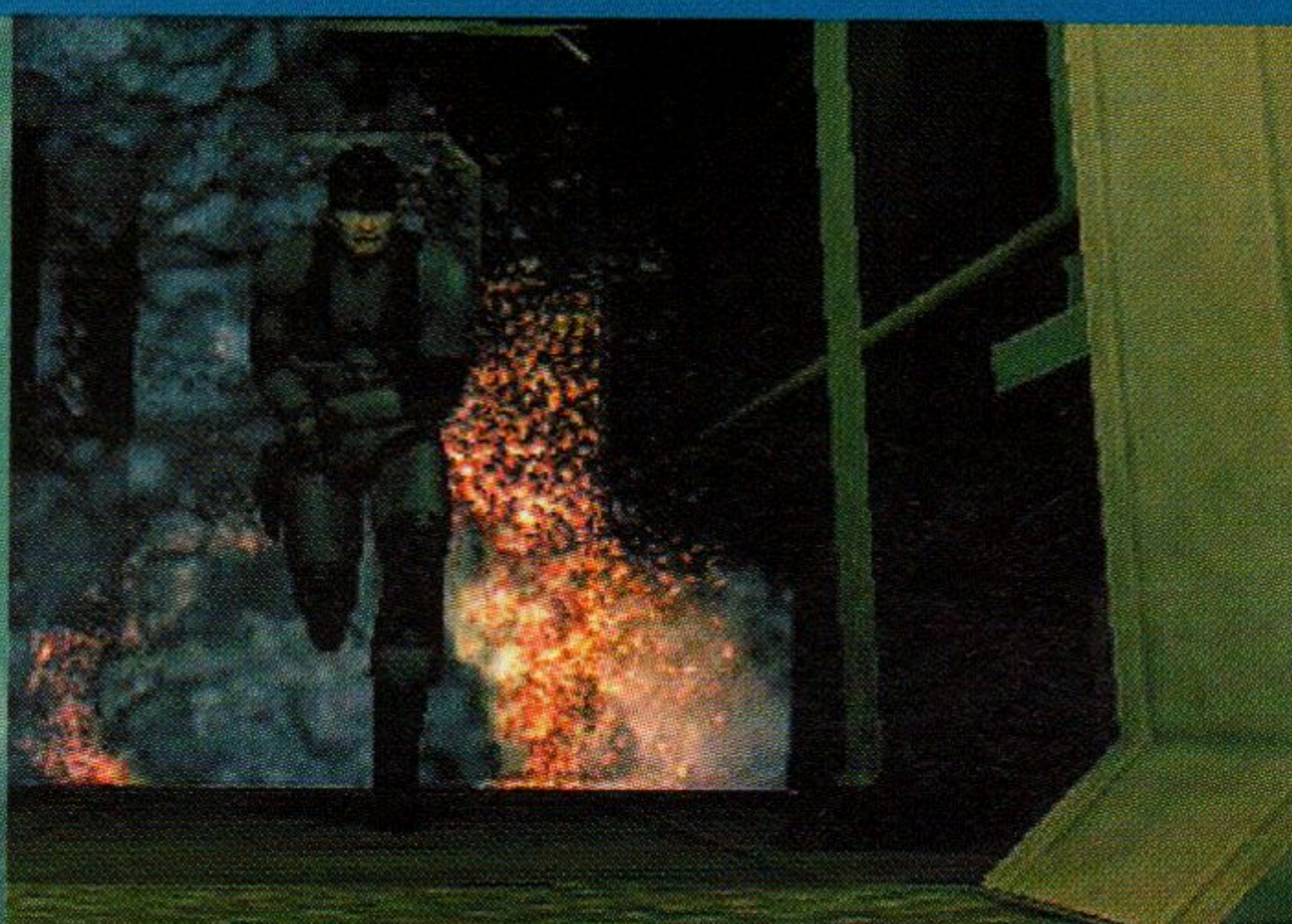
### BITS AND PIECES

Thanks to the mighty processing powers of the PS2, particle effects have become amazingly detailed. And that's the way Kojima likes it.



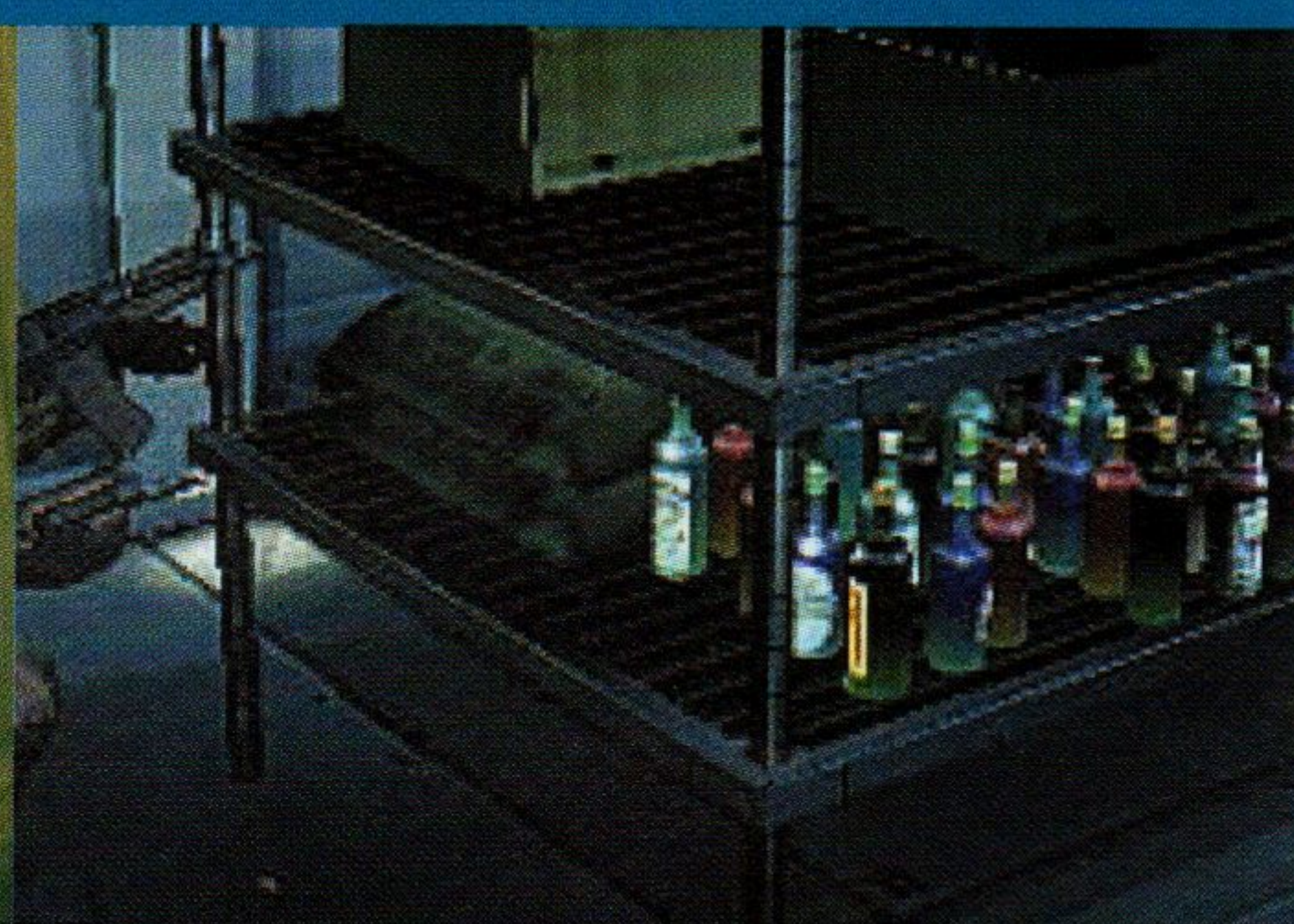
#### Rain

The use of particles is apparent from the outset. Rain splashes down on Snake's shoulders from the start and when he's dragged outside each raindrop acts independently.



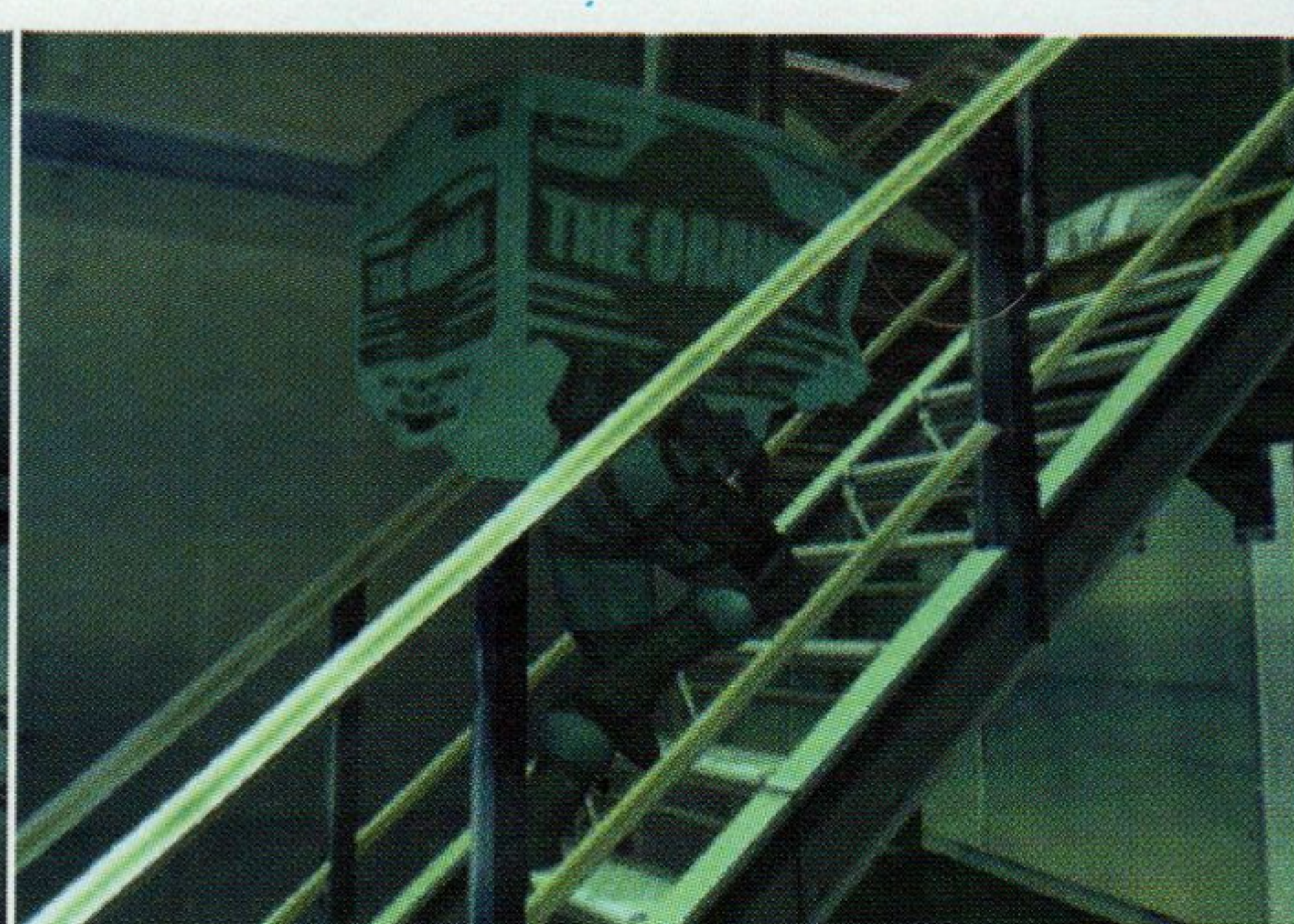
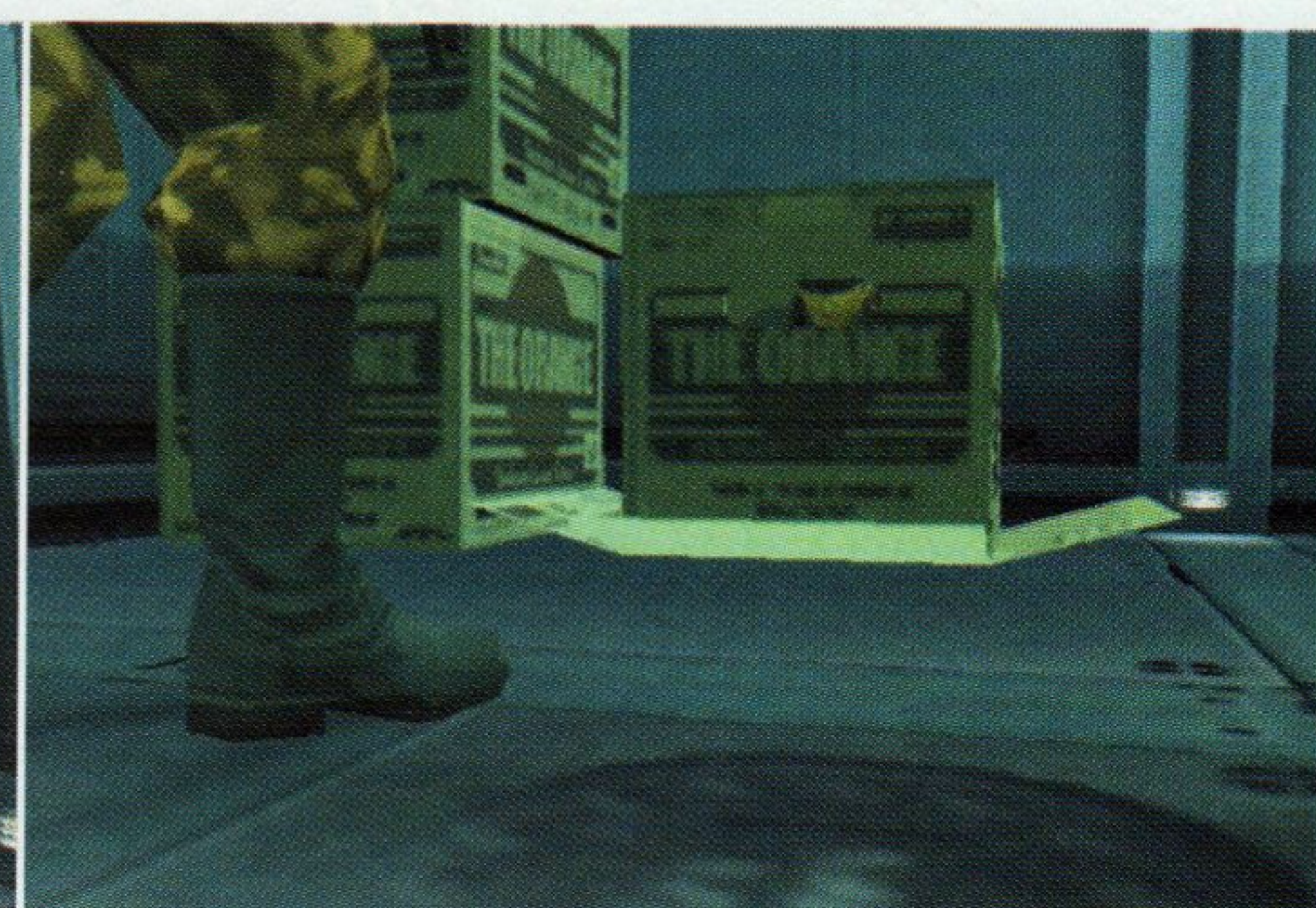
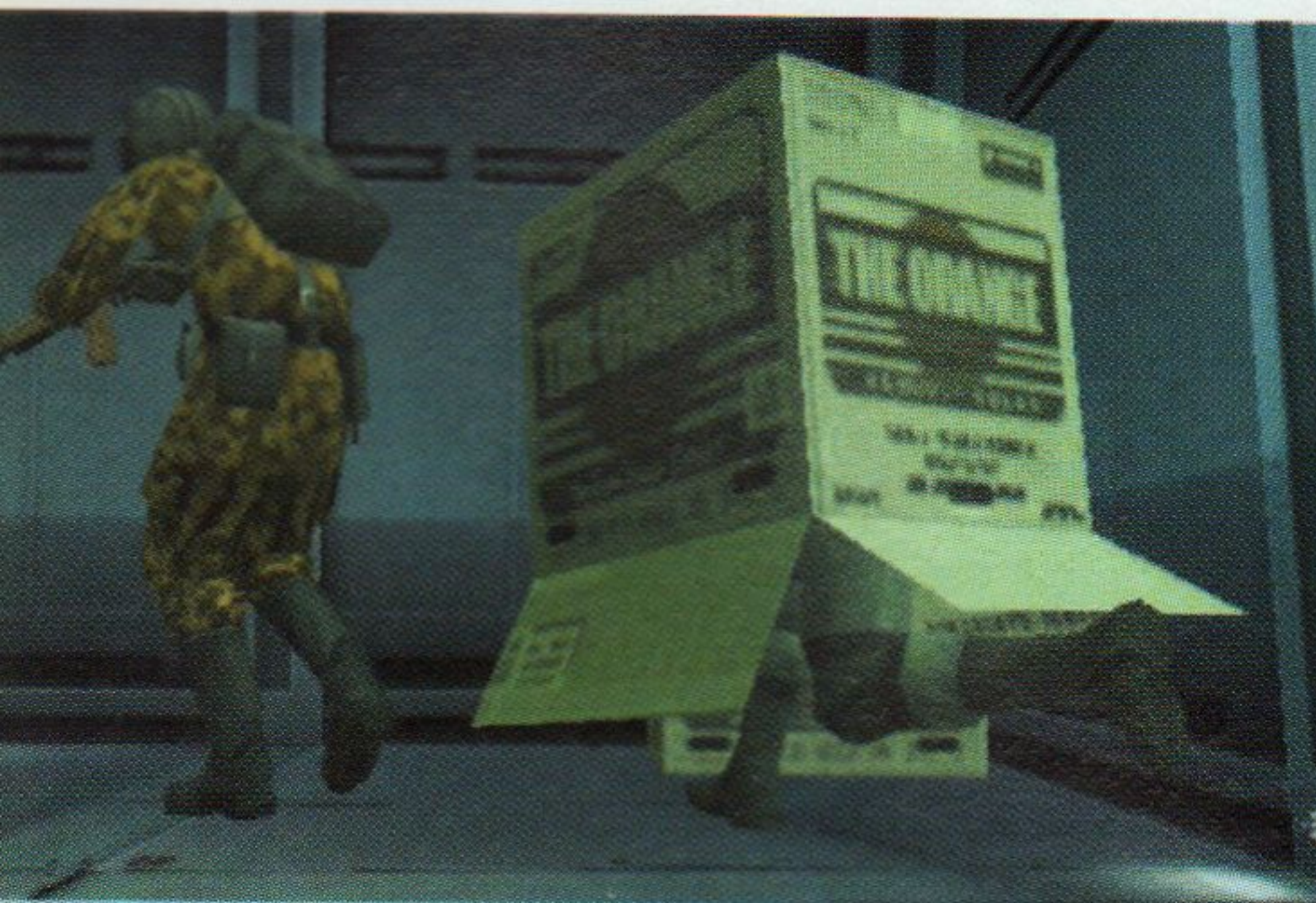
#### Explosions

You'll be seeing a lot of these. Set off a pocketful of C4 and minutes later thousands of shards of metal and bits of debris will be decorating the place.



#### Bottles

Everything you see in MGS2 is a potential target. That includes bottles, boxes, computers and everything you see before you on the shelves here. Smashing. Sorry, couldn't help it.



The cardboard box returns! Famed from 1999's PSone game, this is how Solid Snake goes undetected. Who needs a stealth suit?







Taking his influences from *Syphon Filter*'s Gabe Logan, Snake can now hang from walkways to elude his foes.

## CURRICULUM VITAE

It's been a brief life, but Snake hasn't spent it sitting back and being idle.

### 1970

Brothers Solid and Liquid Snake are born. During their early development they were injected with genes to make them in to efficient killers

### 1980

- Outer Heaven, the small rebel country is formed in South Africa.

### 1990

- Fox Hound is formed by the UN to combat global terrorism. Solid Snake, one of Fox Hound's new recruits, is sent to Outer Heaven to uncover the truth behind Grey Fox's disappearance. Here he defeats the traitorous Big Boss and Metal Gear, a nuclear warhead carrying mech.

- The mercenary republic of Zanzibar forms in the Middle East. Nuclear

stockpiles start going missing from neighbouring countries.

- Solid Snake is sent to infiltrate Zanzibar, topple its government, and rescue the kidnapped Dr Kio Marv, man behind the discovery of a microorganism that turns crude oil into pure oil.

### 2000

- Fox Hound begins gene therapy on its members. The first genome soldier is created.

- Snake is called out of retirement when rogue Fox Hound members, led by Liquid Snake, occupy Shadow Moses Island off the Alaskan coast. Shadow Moses is a secret

establishment where the US government stores its Metal Gear robots.

Nuclear warheads are aimed at major cities in the US. Snake has 48 hours to disarm the bomb and does so, defeating his brother Liquid Snake and destroying the new Metal Gear Rex.

### 2002

- Despite the destruction of Metal Gear Rex, blueprints were spread via the Internet and on the black market to rogue governments. A new Metal Gear prototype is developed to combat the spread of the copycat Metal Gears. The prototype is stolen by terrorists. Snake straps on his Chris Waddle 'do and wades headlong into trouble once again...



You can shoot at Plexiglas shields or you can shoot under them...

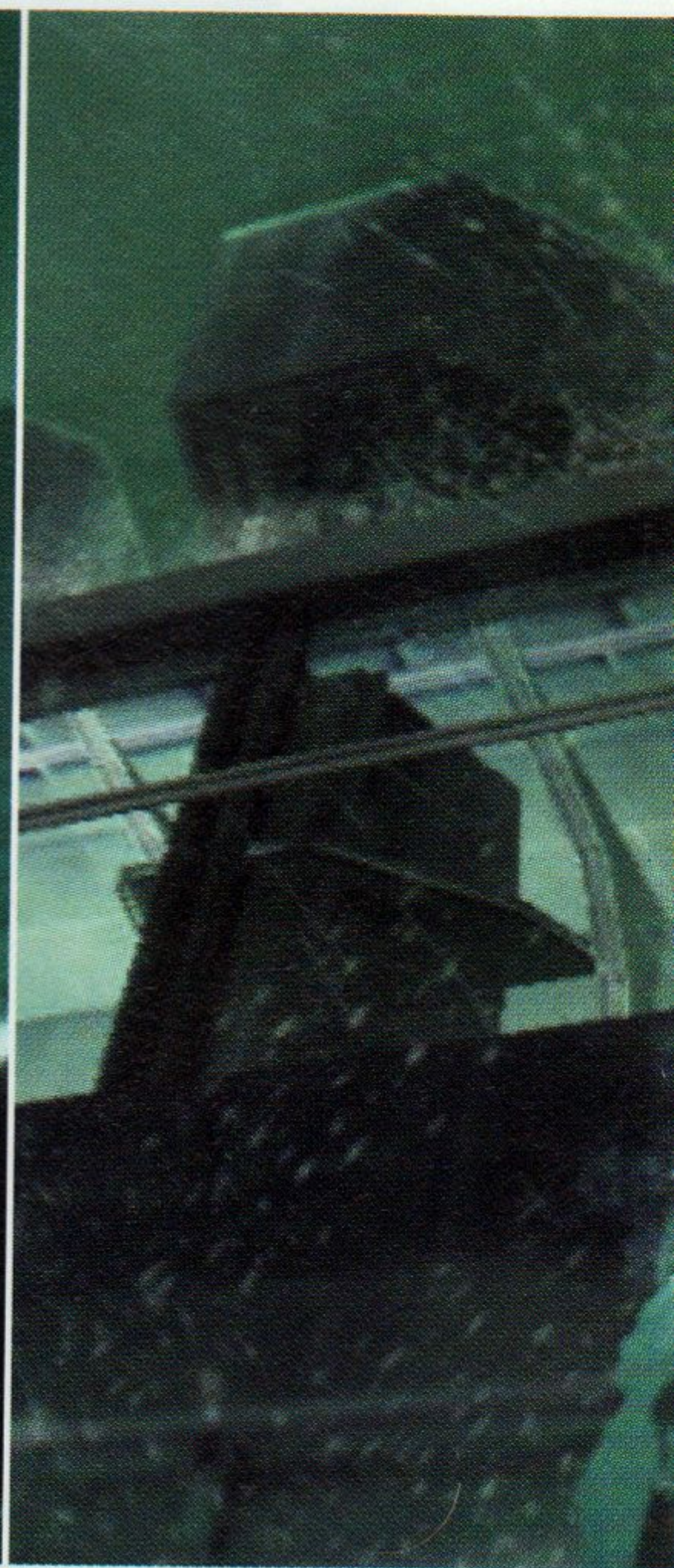


# PREVIEW

## METAL GEAR SOLID 2

//Lightning plays a crucial role in the game. Lightning casts shadows. And shadows, as you will quickly learn, are bad. Very bad//

The aquatic-mech stylings of Metal Gear Ray, as designed by this issue's cover artist, Yoji Shinkawa.



Looks like there could be something to those rumours of Metal Gear Ray trashing New York City...

Keep an eye out for security cameras.



allowing you to actually complete the game with killing a soul. You have the choice to be benevolent towards trembling, petrified guards with a simple dart from your tranquilliser gun. But if this new found saintliness in Snake applies throughout the game, how is he going to deal with the bigger bad guys? The likes of his brother, Liquid Snake?

All we know, in fact, all anyone knows besides the enigmatic Kojima and his tight-lipped team, is that some old faces will be making a reappearance. Revolver Ocelot, the sharp shooting loon and first enemy Snake encountered in *Metal Gear Solid* makes a come back. The first we see of him is just before he sends a Son Of Liberty to his death. What? Could it be that his allegiances have changed? Or has Kojima introduced even deeper facets to the story's history? We'd go with the latter, especially after hearing the cryptic clues to the plot that Kojima baits us snooping fans with: "Life makes the species evolve by mixing genes and passing on genetic information to future generations. Then how do things that are not part of the genetic information – one's thoughts and spirits, cultures and history – get passed on? Why do the laws of nature not touch upon the inheritance of such things? What are we to pass on by means of digital recording methods unique to humans – speech, writing, music, visual images and so on? Moreover, are we obliged to pass on such things? The conceptual theme of MGS2 is about leaving the soul and way of life to future generations." If you can make any semblance of plot out of that, then answers on a postcard.

## WATER-BASED ACTION

A strong possibility is that there will be an aquatic theme to MGS2. *Metal Gear Ray* was designed specifically to Kojima's specifications and is influenced by the Manta Ray and Sting Ray, both creatures of the wet stuff. The existence of a Yoji Shinkawa painting of *Metal Gear Ray* performing what appears

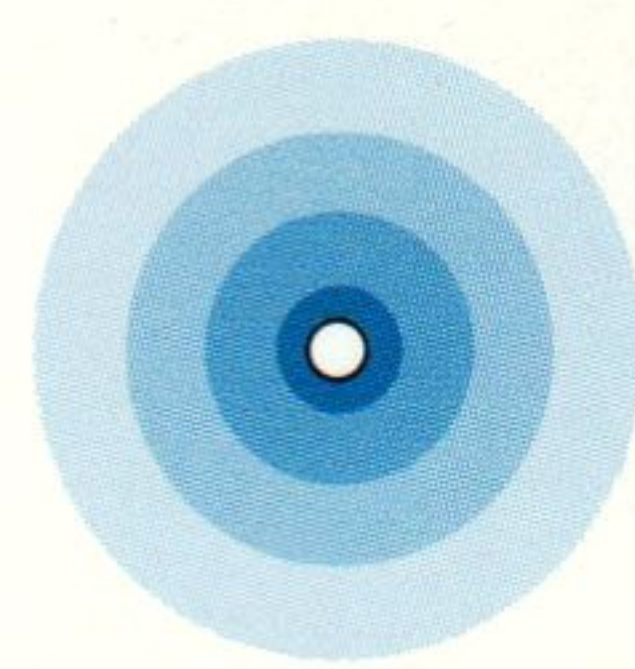
to be a backstroke on the Internet also suggests our mech monster may indulge in some flipper/snorkel related skulduggery (as well as trotting down 42nd Street). More concrete inclusions are the return of Liquid Snake, the return of Mei Ling and a potential love interest in the form of a combat-gear-wearing, dagger throwing lady psychopath. However, there's no word of the relatively maidenly Meryl. Yet.

Something that everyone is agreed upon though, is MGS2's status and importance to the PlayStation 2. Kojima especially wants the game to succeed, saying that the PS2 was "Konami's best hope." Humble. *Metal Gear Solid 2* is surely the PS2's best hope of bringing it to the forefront of gaming machines.

Never has a game been more anticipated – and all this has happened after watching a nine-minute reel of in-game footage, plus a few extra bits at the ECTS game expo. The actual game promises to be so imposing, so ingenious and so damned entertaining that we promise fights will break out over it when it appears in playable form. Now, wouldn't it be amazing if *OPS2 Magazine* could report back on a world exclusive play – yes, *play* – in the next issue or so... □

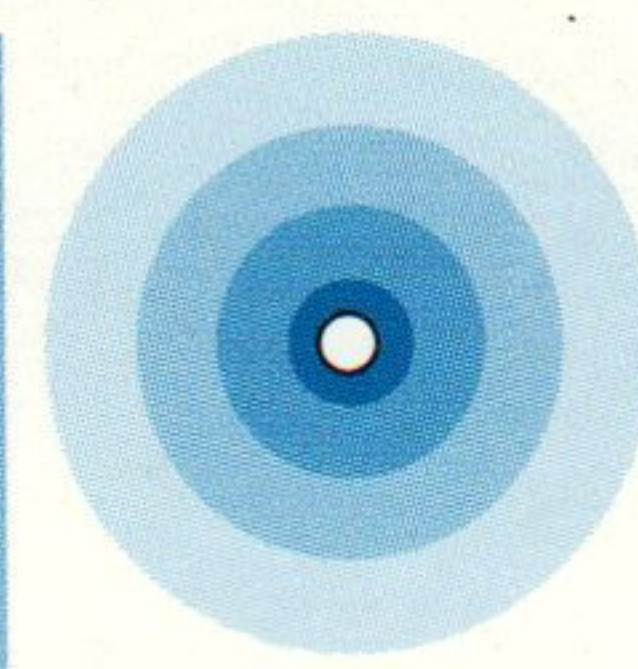
## ON TARGET? METAL GEAR SOLID 2

Not only is it a pivotal title for the PS2, it is a milestone game in its own right. And it's still a year away.



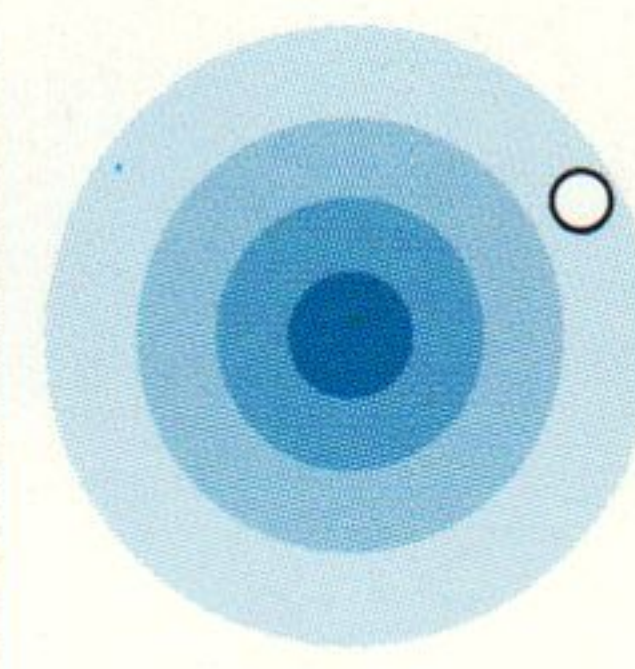
### IMPORTANCE

Huge. We can't stress how big this game will be for PS2.



### ANTICIPATION

Rekindles that feeling of Christmas as a kid.



### HAIRSTYLES

Sneak's still got a bandanna and daft mullet. Bad mullet!



## METALLURGY: THE HISTORY OF METAL GEAR

There was life for Snake before the dawn of PlayStation 2. Here's a quick recap.



### Metal Gear

1987

NES/MSX

A small country in Africa known as Outer Heaven is under surveillance. Reports have leaked out that the military is developing a massive war machine (three guesses who). Top secret organisation Fox Hound send their best agent, Grey Fox, into infiltrate the military compound but he is never heard from again.

Solid Snake is called upon to find Grey Fox and establish exactly what is happening, but stumbles across a massive mechanoid tank named Metal Gear. After a long fought out battle, Snake defeats Metal Gear only to discover that his commanding officer, Big Boss was a traitor and had a role in developing Metal Gear. A legend is born.



### Metal Gear 2: Solid Snake

1989

NES/MSX2

Four years later, Zanzibar Island in the Middle East is under suspicion of stealing stockpiles of nuclear weapons. Wonder what they could be for? Snake is sent in to discover the truth but stumbles across a plot involving a kidnapped doctor and the transformation of crude oil. The first time radar and stealth is properly introduced to the *Metal Gear* games, MGS2:SS still failed to make the same impact the first game did. Many consider it the weakest of the series but it's still a corker nonetheless.



### Metal Gear Solid

1998

PlayStation

After waiting nine years to find a suitable platform to begin work on a third game Kojima finally gives us the best PSone game of all time. Snake is sent to Alaska where former comrades Fox Hound are holding the world to ransom with a nuclear bomb. His mission: destroy the bomb. He soon comes against a new *Metal Gear* though and things go ballistic. Grey Fox, thought dead in the first game, also makes a reappearance as the mentally disturbed Ninja.



LIFE

RANK

Other *Metal Gear* games include *Metal Gear Solid: VR Missions* (PSone), *Metal Gear Solid: Ghost Babel* (GBC) and *Sneak's Revenge* (NES), pictured left.



# PREVIEW

## ZONE OF THE ENDERS

WORDS: DANIEL GRIFFITHS

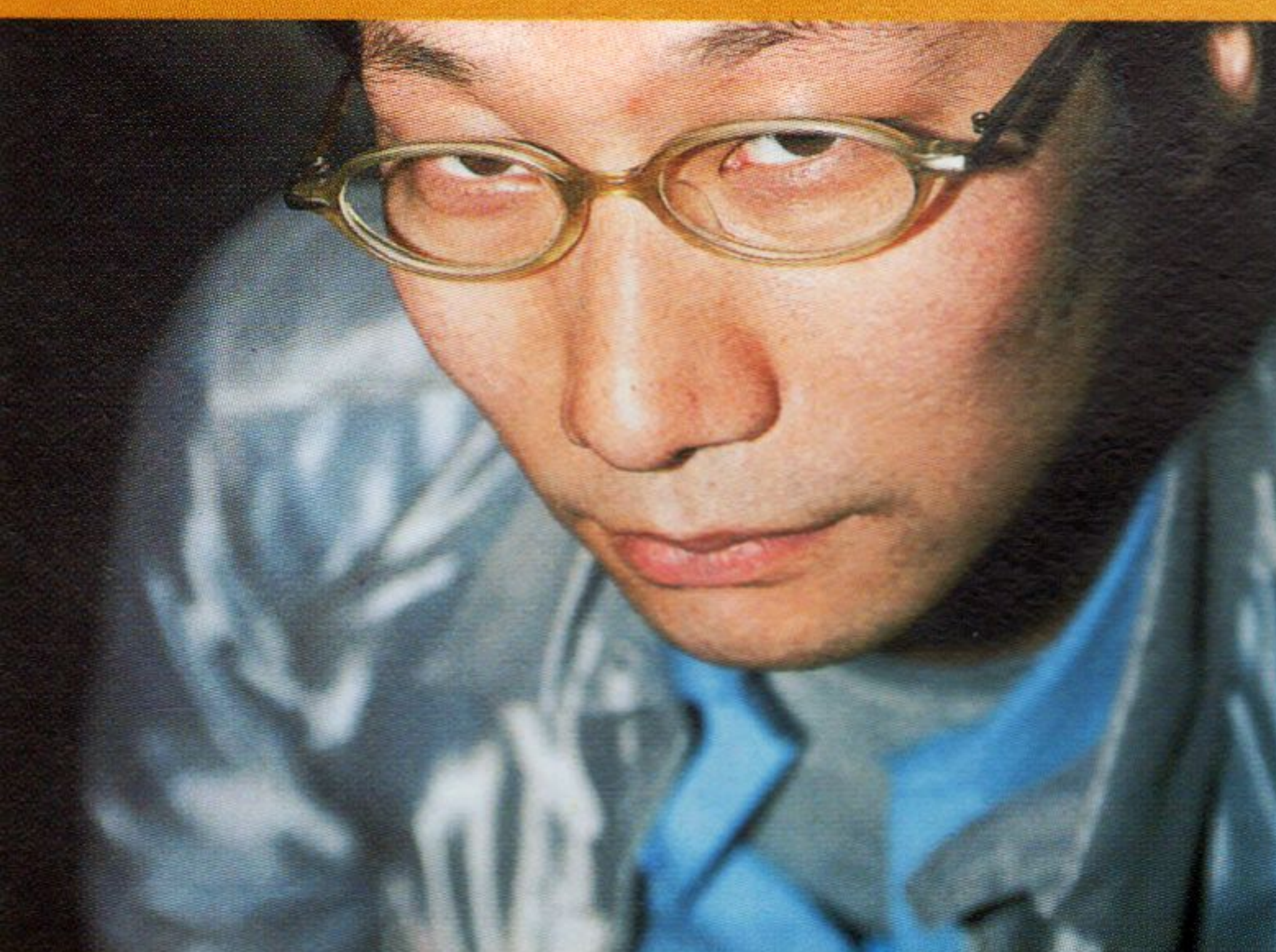
# ZONE OF THE ENDERS

What does the creator of *Metal Gear Solid* do when he's not working on *Metal Gear Solid 2*? Work on *ZOE*, that's what.

**Publisher:** Konami  
**Developer:** KCEJ West  
**Players:** 1-2  
**Release:** March 2001

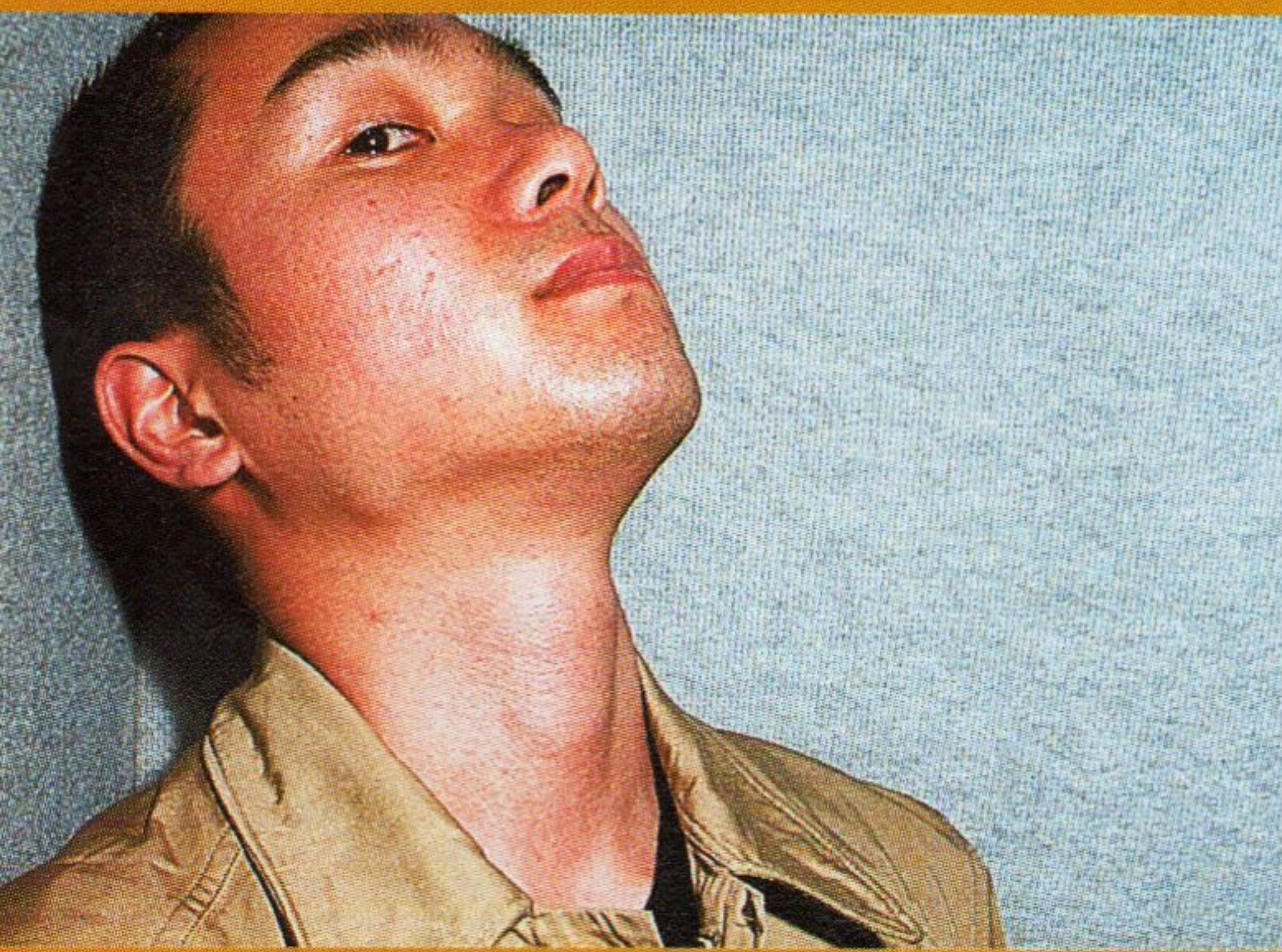
## METAL MACHINE MASTERS

Any games these guys touch are bound to get the superlatives flowing. Here's why...



### Hideo Kojima (General Director/Producer)

Hideo Kojima – your guarantee of value. He doesn't make games very often but when he does you can be sure that they'll be great. His best work, *Metal Gear Solid*, has sold over 5.5 million units worldwide. While working as director on *Metal Gear Solid 2* (see page 18) he is also squeezing in the job of producer on *ZOE*.



### Yoji Shinkawa (Mechanical Designer)

Kojima-san's *Metal Gear* partner is similarly on the *ZOE* tip. He was the character and mechanical designer of *Metal Gear Solid* where he perfected his uniquely recognisable sketching and design style. He's responsible for all of *ZOE*'s machines and we're told that the designs of Jehuty and the other orbital frames find their roots in his old school sketchbooks. Oh, and he did our cover.

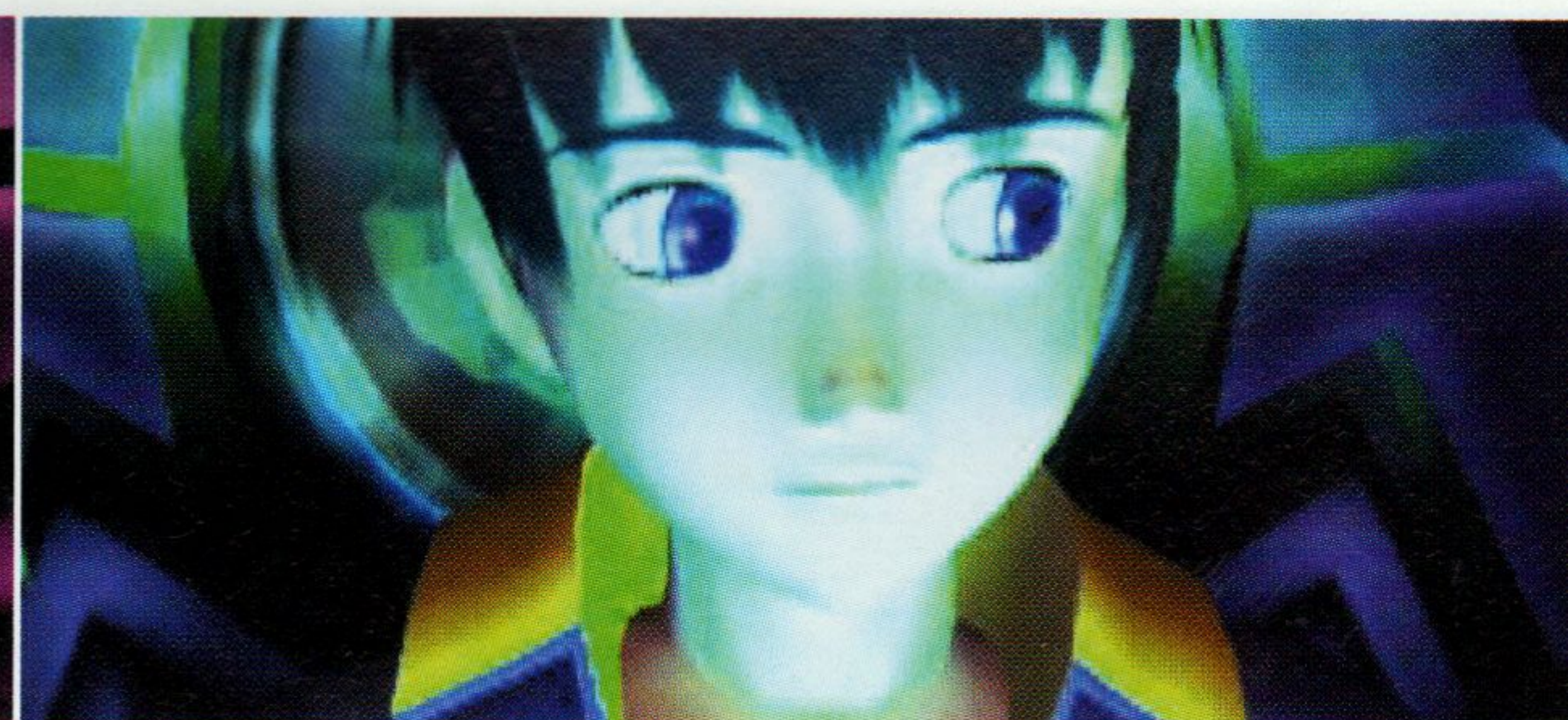
PHOTOGRAPHY: GAVIN ROBERTS

The names Solid Snake and Hideo Kojima are now inseparable. But before Kojima-san became famous in the West as the king of Snake, his early MSX and PSone releases *Policenauts* and *Snatcher* made him famous in the dark world of robotic mecha. Eagle-eyed game spotters among you will have noticed the *Policenauts* poster in the *Metal Gear Solid* control room where Snake fights Ninja for the first time.

And while at the core of all the *Metal Gear* games there was undeniably a robotic theme – Metal Gear Rex from PSone's MGS is as massive a robot as you could ever wish for – Kojima is returning to his sci-fi 'orbital battleframe' roots for a game he is producing while still adding the finishing touches to *MGS2*. That game goes by the curious monicker of *Zone Of The Enders* (or more commonly known as 'ZOE').

The 'Zone' of *ZOE*'s title refers to a solitary and remote space station, Antilla, that is orbiting Jupiter. It is the furthest point away from the Earth where there are any human inhabitants and its residents are known as 'Enders' (as in the 'end of the Earth'). The reluctant hero of the game, 14-year-old Leo Stenbuck, lives on Antilla and is being bullied by some of the other residents. These bullies coerce Leo to break into the UN Space Force grounds and steal something from a scrapyard for redundant spaceships and robots.

Unfortunately Leo and the gang get caught, but before they are handed their punishment an invasion from the bullish military regime of Mars ensues. The bullies get killed, but Leo manages to escape and comes across Jehuty, a huge mech-humanoid 'orbital frame weapon'. It is at this point you take take to the cockpit of the Jehuty in a solo effort to save the future of mankind from a series of different attackers around the orbital city with a mile high ceiling. The nefarious schemer behind all the unrest is one Viola, an evil mistress who wants Jehuty for herself, ensuring a cyber-ruck to end all cyber-rucks.



Leo Stenbuck is the youth thrust in the the thick of raging mecha wars against arch nemesis Viola when he takes control of the mech Jehuty.



Another 10,000 space pioneers go homeless.



If ZOE had to be compared to anything, the closest genre match would be a beat-'em-up. It's not that simple though as the huge fight arenas and full 3D movement encountered when the robots are thumped and flung around the city takes influence from the likes of mecha games *Virtual On* and *Armoured Core* too. Clever unobtrusive barriers keep you roaming too far from your objectives while the vistas stretch in Neo-Tokyo-style to the horizon. In addition to the basic physical attacks there are a range of remote moves and a style of play that is totally original.

## METAL HEAVYWEIGHTS

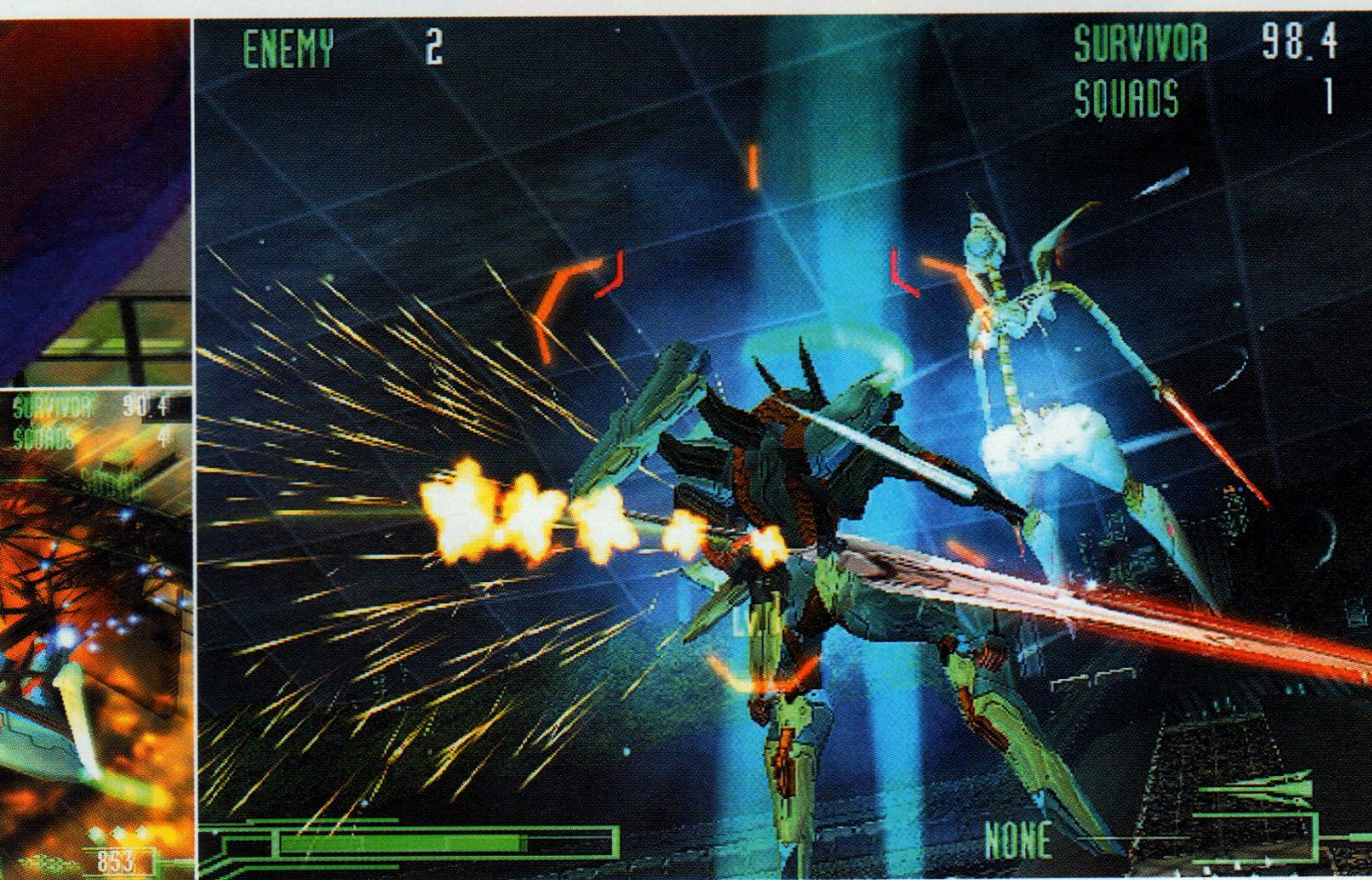
If you were to sit back and watch a mate play ZOE for the first time you would find yourself riveted by the action. The graphics are another PS2 tour-de-force, moving with amazing speed, while the battleframes have been rendered to give the impression of realistic weight and presence. When these mechs thump each other it really feels as though a couple of 200 metre tall robots are having a fracas.

And yet, despite the inviting nature of the visuals you might be reluctant to pick up a pad. Why? The action is so fast, the camera moves so violently and the range of attacks seemingly so diverse that you'll be convinced that your mind and hands just aren't up for the job. Perhaps ZOE's real breakthrough therefore are in the context-sensitive controls. This means that the same button will pull of a variety of different attacks depending on your proximity and positioning to your adversary. What looks like the most complex, most maddeningly hard fighting game, is actually a cinch to pick up and will be deeply enjoyable to play.

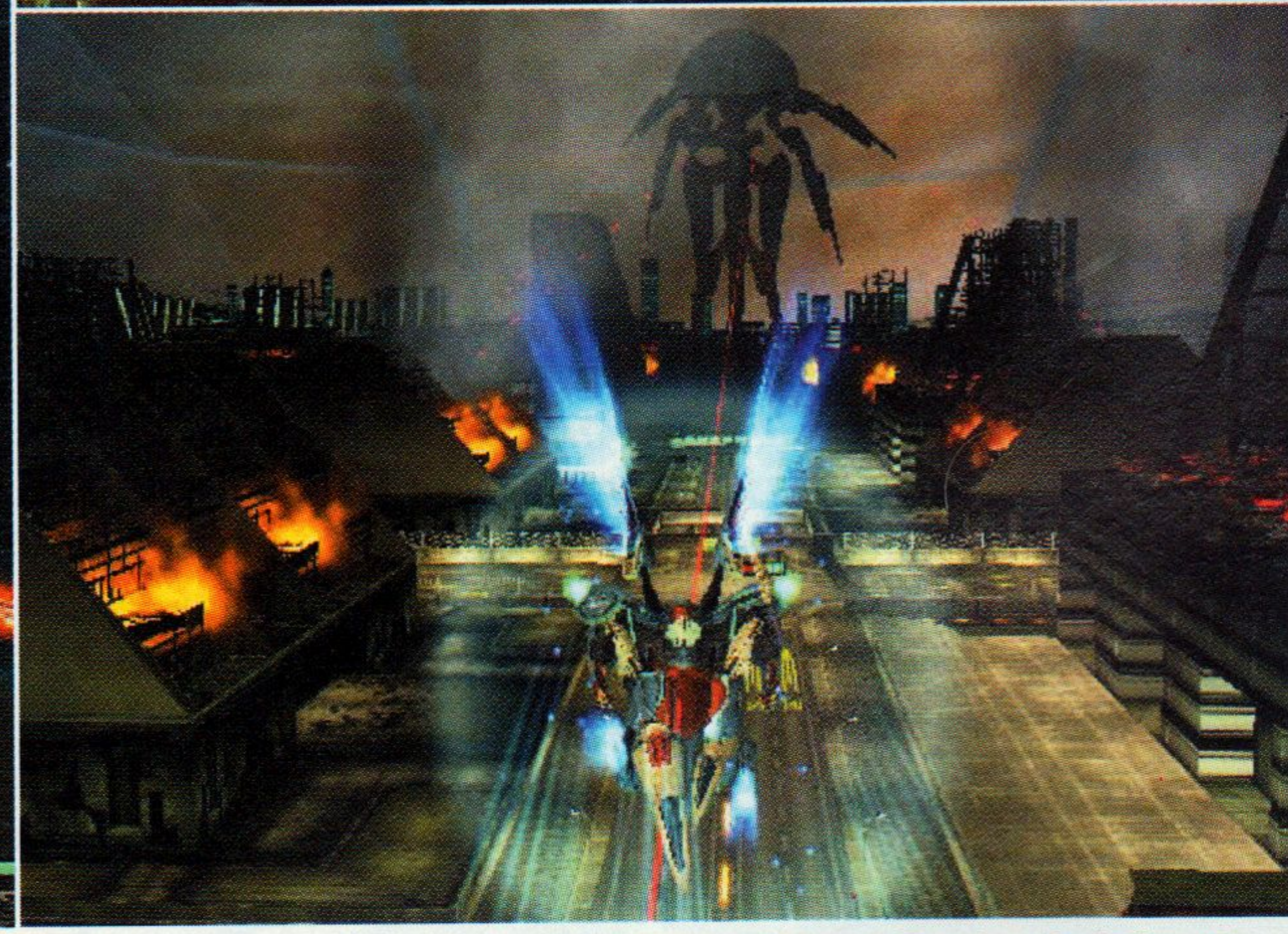
An in-depth tutorial guides you around the many different moves (both physically flying your frame and the attacks that are at your disposal) but once in combat it's amazing how the game seems to magically work out what command you wanted and deliver it seamlessly before you have time to worry about



Despite being violently 3D the game camera magically works out what you want to be looking at.



With machine designs by the mind that brought *Metal Gear* to life, this is a real stunner.



While your primary focus is dispatching your foes wasting the city is fun too.



# PREVIEW

## ZONE OF THE ENDERS

//The graphics are a PS2 tour-de-force moving with amazing speed and battleframes possessing realistic weight//

### MOVE IN FOR THE KILL

There are countless ways in which to engage your enemies. We find that it's best to get up close and personal though. Take a look at this lot for starters...



Damages to the surroundings are increasing

whether you bashed the right button. The left stick controls the flight of your battleframe, moving it forwards, back, left and right as the camera wheels around keeping it locked in a third-person view. Height is adjusted via the **▲** and **ⓧ** buttons with the attacks all on a single button, **Ⓢ**. Hit this while up close to an enemy and you slash your saber, do so while further away and you fire your guns.

Best of all though is the brilliant grab and hold feature assigned to the **Ⓢ** button. Get in close and press **Ⓢ** and you capture your writhing foe in a tractor beam of energy. You can then turn around and point him at a bit of scenery before releasing the button and smashing him into it. The potential for screen-filling destruction here is immense and though you really ought not to be demolishing all the buildings you'll find that the combined explosion of the building with the meaty impact is the quickest – and, well, most pleasing – way to finish off your attackers.

Full-3D combat games are notorious for being tedious to play because often your enemy just moves around behind or above you. The result being you spend more time scouring empty sky in search of a hit than actually getting your hands dirty. Luckily, this doesn't happen in ZOE which cleverly locks onto the enemy it assumes you're after, leaving you to indulge in more traditional combat – varying the range from your enemy, dashing in close, attacking, then retreating to the high ground – all without getting lost in the vast 3D space.

### IMMERSIVE FIGHTS

Pressing **Ⓢ** gives your 'frame a turbo boost and – as an example of the multi-function controls – firing while boosting launches missiles that arc their way over to your target. While **Ⓢ** raises your shield enabling you to fend off projectile attacks while still being vulnerable to up-close slashes. It's this establishing of a 'rulebook' to the fighting that allows fights to progress beyond mere button bashes. Occasionally it's better

By engaging your shield you can deflect projectile attacks – but are still vulnerable up close.



It's a crazy cross between beat-'em-up and shoot-'em-up. A robo-beat-'em-up-and-shoot-'em then...



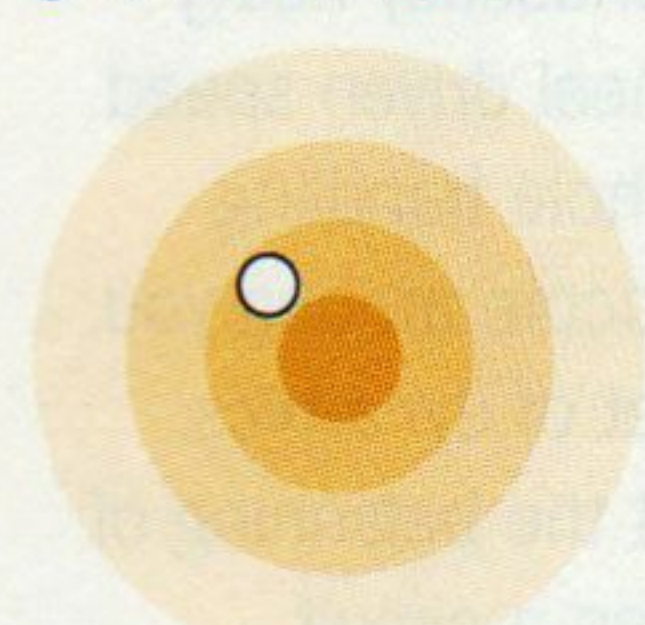
to attack more powerful rivals from afar. Certain 'frames with powerful front shields on the other hand must be attacked up close. Best of all, get behind these brutes and you can pummel their unprotected spindly rears for a quick kill.

ZOE is a remarkable achievement, even in its current single-level demo form. Missiles are dodged, enemies are pummelled from afar with a barrage of lasers and then dashed and brutally hacked with the lightsaber-like close-attack. Then while they're still reeling you can grab them in a vice-like bolt-grip and cruelly drag them around before smashing them into a sci-fi skyscraper. Now when was the last time you were able to do that in a videogame? Exactly.

The finished product should offer a degree of longevity too. Even though the two-player game operates as a relatively simple one-on-one battle the single-player game is elevated from a 'beat-'em-up with knobs on' to a rich, involving RPG-alike with Leo. And while this is currently playing second fiddle to MGS2 it should really deserve your attention come March 2001. With its synapse-sparking looks – the machine designs are by Kojima's MGS partner Yoji Shinakawa – and intuitive combat system the master of *Metal Gear* could have another world-beating franchise on his hands. □

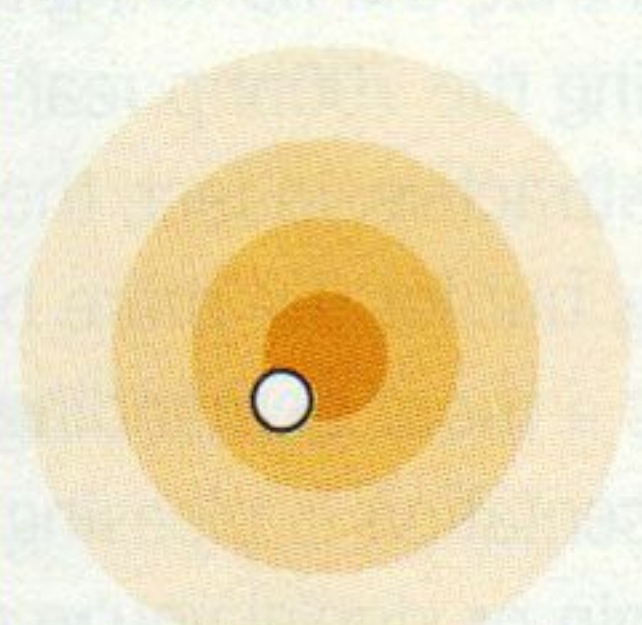
## ON TARGET? ZOE

An intriguing mix of beat-'em-up, shoot-'em-up and RPG with the graphic quality and detail you'd expect from the makers of *Metal Gear*.



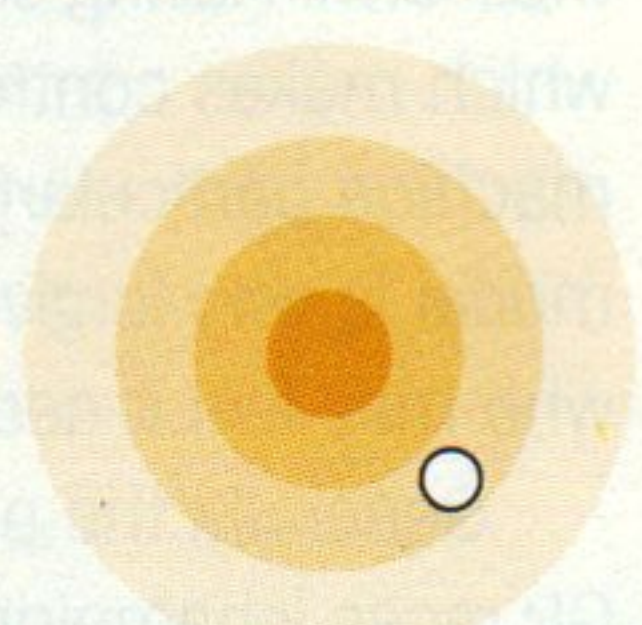
### GRAPHICS

Lots of development time to go but this already looks great.



### CONTROLS

What could have been a nightmare makes sense.

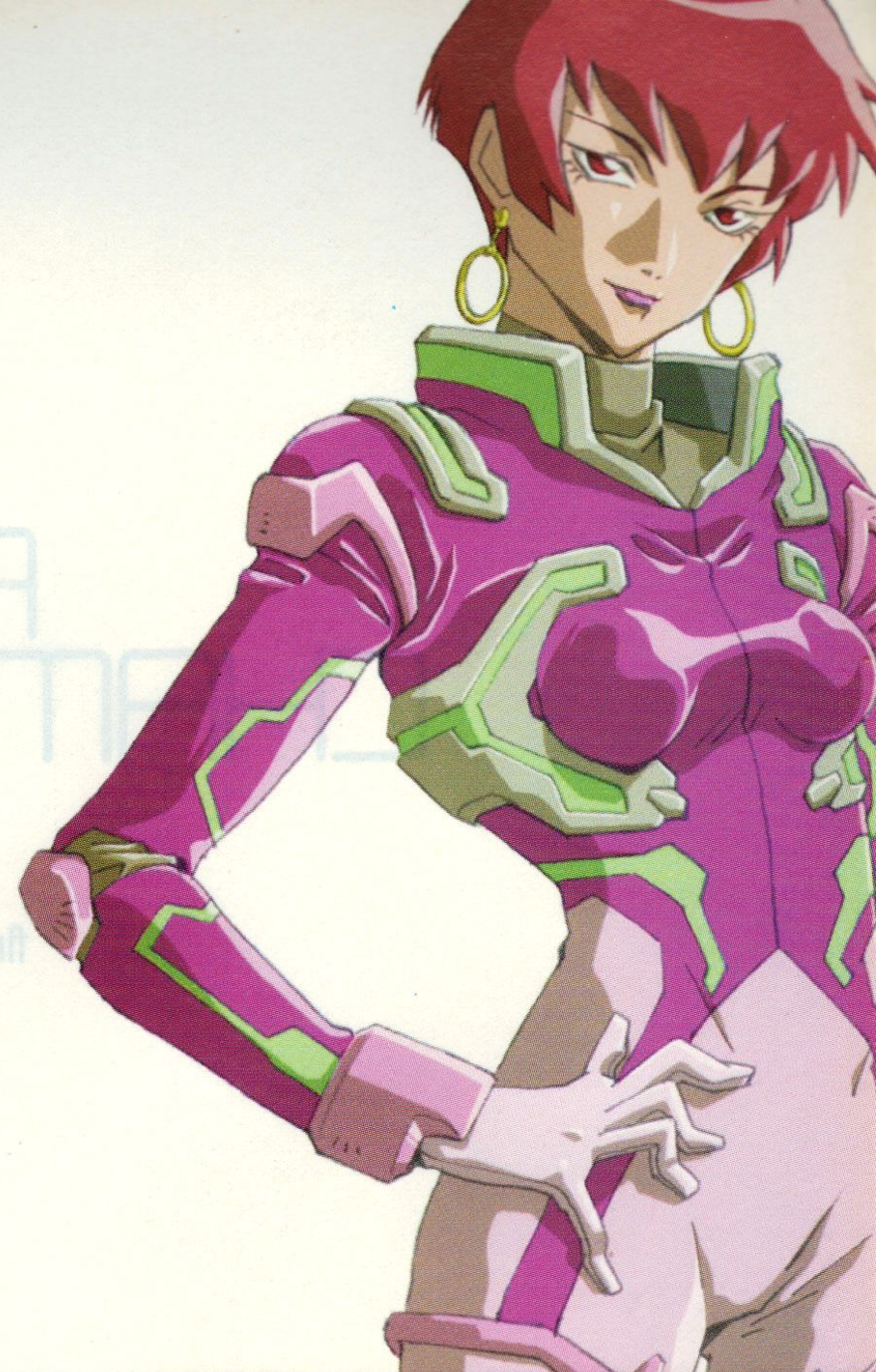
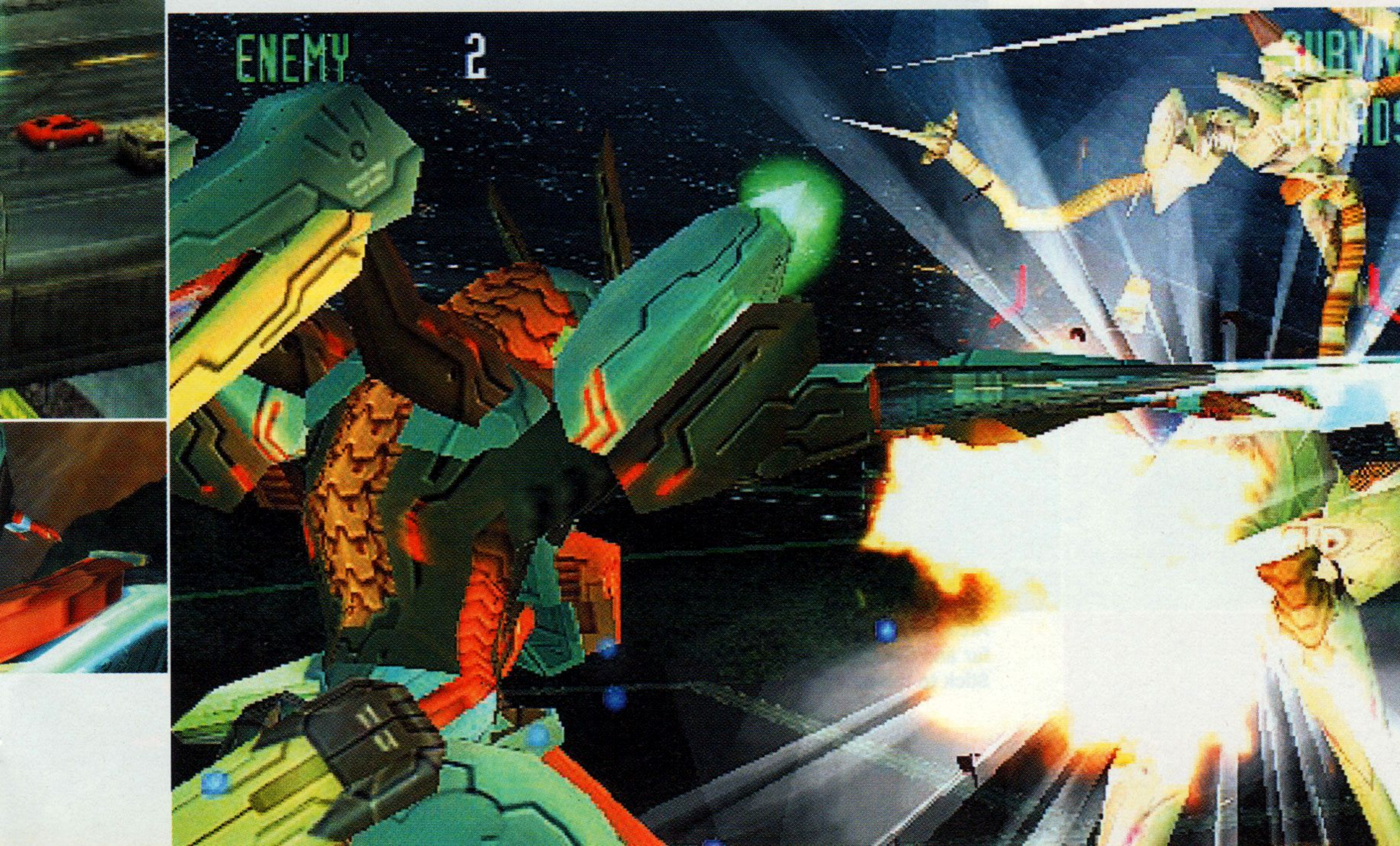


### PLOT

The basic premise is in place, but could be too manga-centric.



The game's origins in violent manga and robot-obsessed Japanese sci-fi is oozing from every frame.



## POWER EXTREME

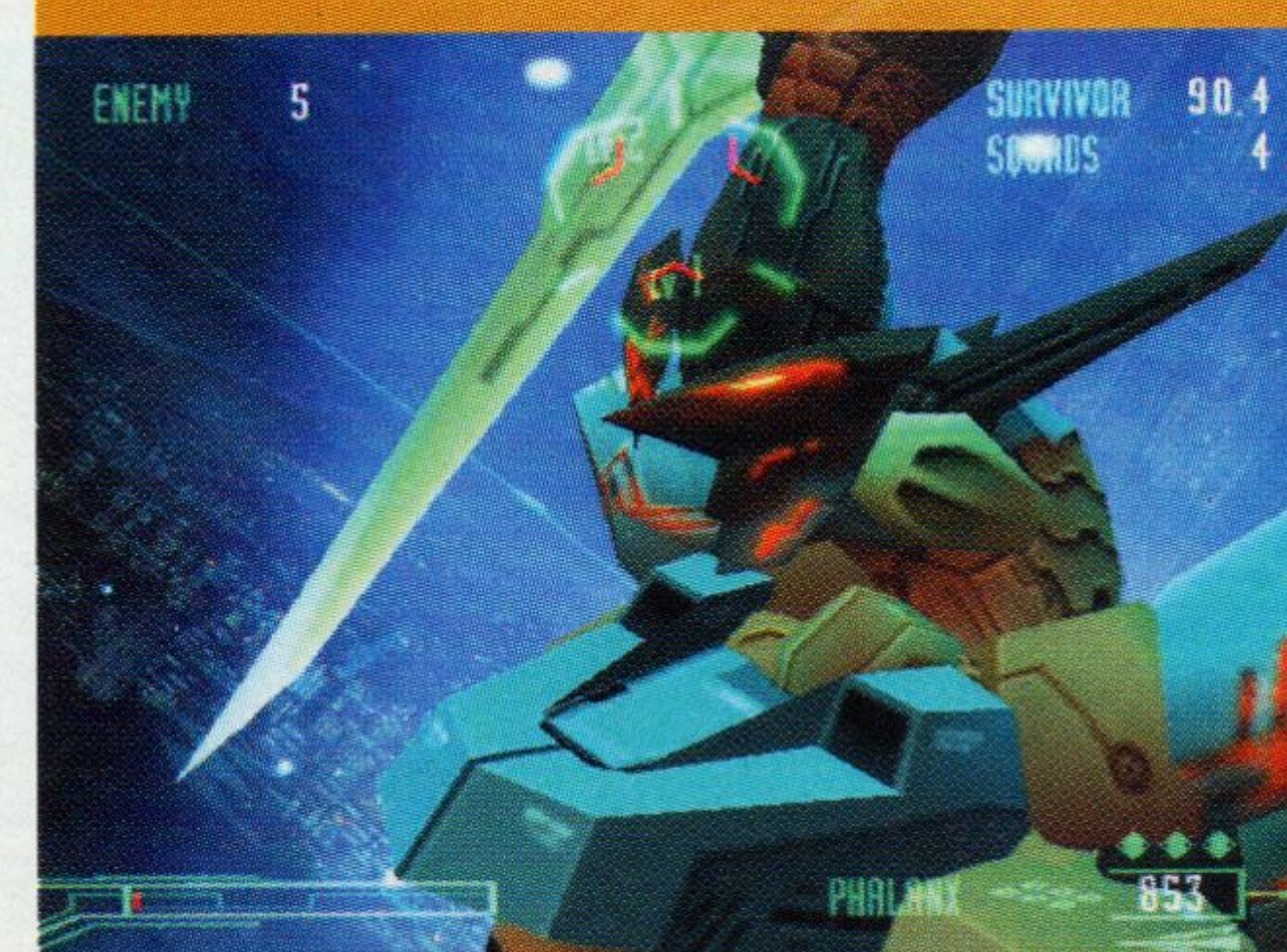
The collection of Metatron allows you to power-up your mech to ever greater excesses of speed and firepower. This elusive substance is deposited by fallen enemies and the searching out of power recharge points and can be found dotted about the city.



Metatron is the game's currency. Hoard it wisely.



An in-game map guides you to your next lot of booty.



Charge up that power and save the universe!



# F1 RACING CHAMPIONSHIP

WORDS: JOÃO SANCHES

Ubi Soft is first on the PlayStation 2's Formula One starting grid with a foot firmly pressed on the right-hand pedal.

**Developer:** Ubi Soft  
**Publisher:** Ubi Soft  
**Players:** 1-2  
**Release:** January 2001

Within the already over-subscribed racing genre, one category of motorsport has had more development time devoted to it than any other. The fact Formula One also happens to be the world's most popular form of four-wheeled racing activity is no coincidence, of course.

To its credit, *F1 Racing Championship* developer Ubi Soft has traditionally injected a certain degree of originality into its past F1 efforts and this looks to be no exception. Once you get to the main menu screen, in addition to the predictable Time Trial, Arcade, Single Race, Championship and Versus options, you'll notice Scenario, which allows you to take part in a classic real-life race moment and a Driving School (see box) mode. As with the championship option, single Grand Prix events retain a commendable level of authenticity. You're offered entry into all of the weekend's proceedings – the various practise sessions, the qualifying round and even the Sunday morning pre-race warm-up. Naturally, in-between these you're allowed to don mechanic's overalls and toy with your machine's settings to a reasonably comprehensive level.

When you actually get onto the track to race, the other drivers behave intelligently, doing their best to avoid the potentially disastrous consequences of your initially erratic driving – although they're also capable of making mistakes on their own. Having said that, the handling is unusually heavy which makes controlling the 700bhp rear-wheel driven speed machine particularly attractive. In fact, the whole handling model is very forgiving, but for the more hardcore among you, who may feel it needs a more demanding set of dynamics.

Generally, the presentation is pleasing. At the beginning of GP races (championship or single) you're given a circuit description with analysis of every corner. The camera then pans over the starting grid and centres on your car with a trio of race engineers and the necessarily voluptuous grid girl standing over

## THE DRIVERS' CHOICE

Everyone has their favourite track, but which do the drivers prefer? We list the top five:



### Spa, Belgium

Usually at the top of most driver's lists, an extremely demanding circuit with dramatic elevation changes.



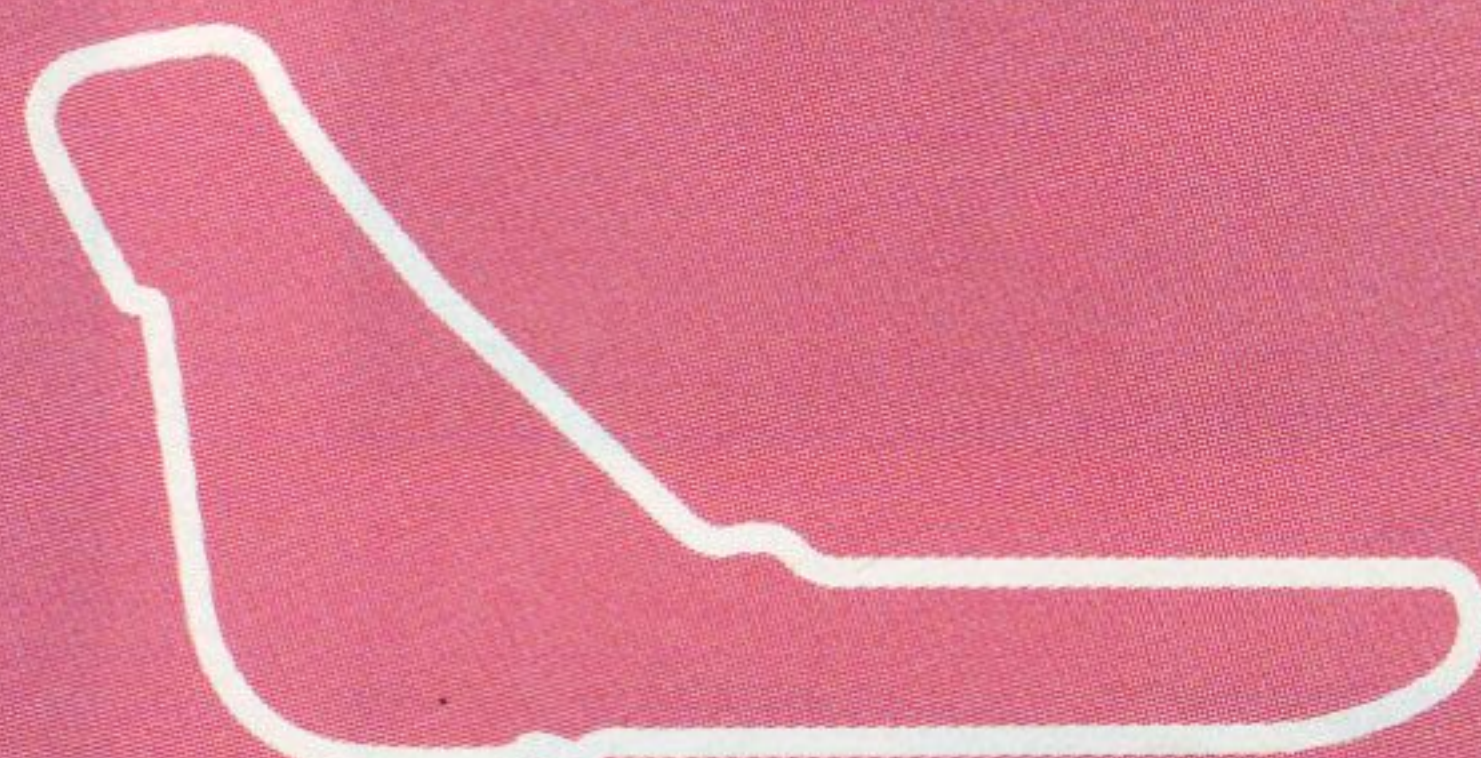
### Suzuka, Japan

A highly technical track boasting what F1 drivers regard as one of the world's most difficult corners.



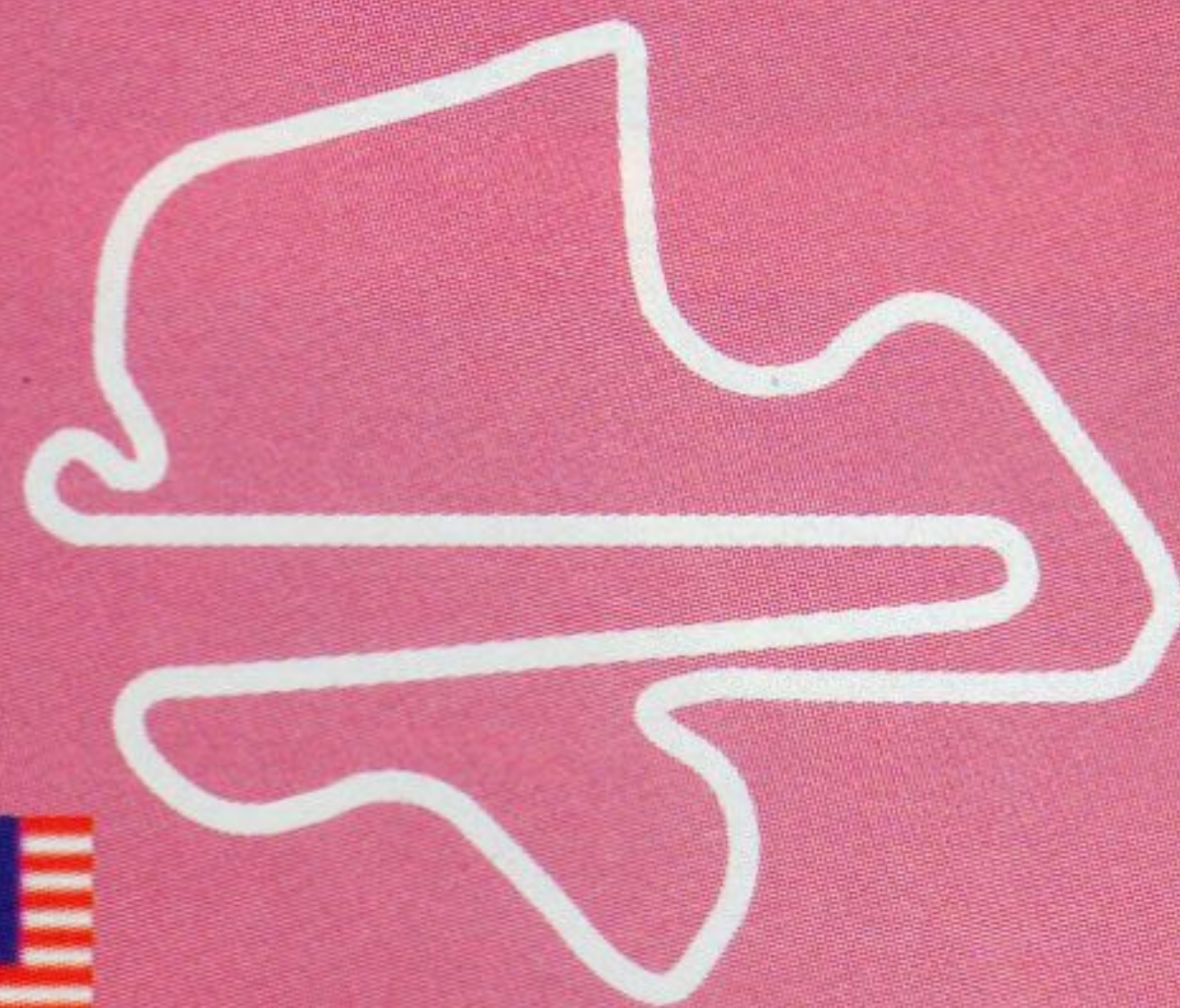
### Monte Carlo, Monaco

The most glamorous event on the F1 calendar, Monaco demands precision steering.



### Monza, Italy

After much modernisation this track has become a driver's favourite over the last half-century.



### Sepang, Malaysia

The state of the art facilities may have something to do with it, but drivers love this demanding track.



Arcadey it may be, but push too far and the gravel traps beckon. Stick to the racing line or else...



Overall, visuals are impressive – trackside detail is above average and car decals (albeit 1999's) are well recreated.





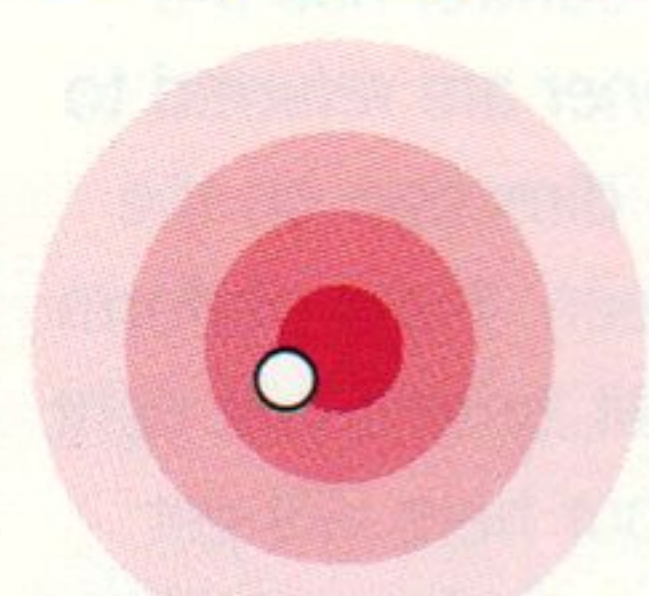
you. Currently, things are a little abrupt (the congratulatory sequence is particularly glitchy) but expect it to be significantly smoother by the end of development.

Also better should be the loading times, which at present take longer than a team of F1 mechanics replacing both front and rear wings, refuelling and changing the car's four tyres whilst on Valium. At least the visuals are as accomplished as you'd expect from first generation programming code running on Sony's 128 bit architecture, with finely detailed circuits and a variety of graphical effects evident. Less impressive is the way the display drops a few frames per second when you commit to a bend destroying the smoothness and sense of speed that is otherwise well conveyed. But as ever, all of these could and should be sorted out in time for release.

As things stand then, this already is a genuinely playable F1 experience that while not revolutionary, does at least offer enough character of its own to make it stand out from the console F1 circuit crowd. It is going to have to sort out its few but noticeable current technical faults, though if it doesn't want to run the risk of being overtaken by EA and SCEE's own PS2 F1 projects. □

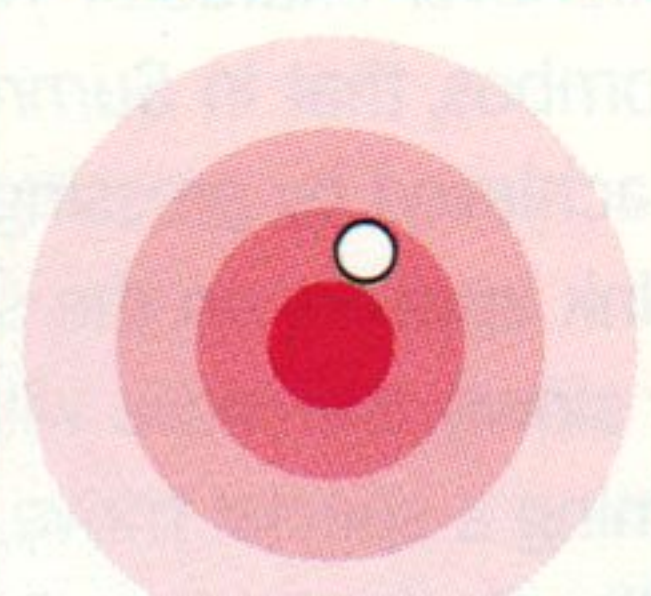
## ON TARGET? F1 RACING CHAMPIONSHIP

Being so close to completion, *F1 Racing Championship* only has to undergo a little more polishing before arriving on the PS2 launch grid.



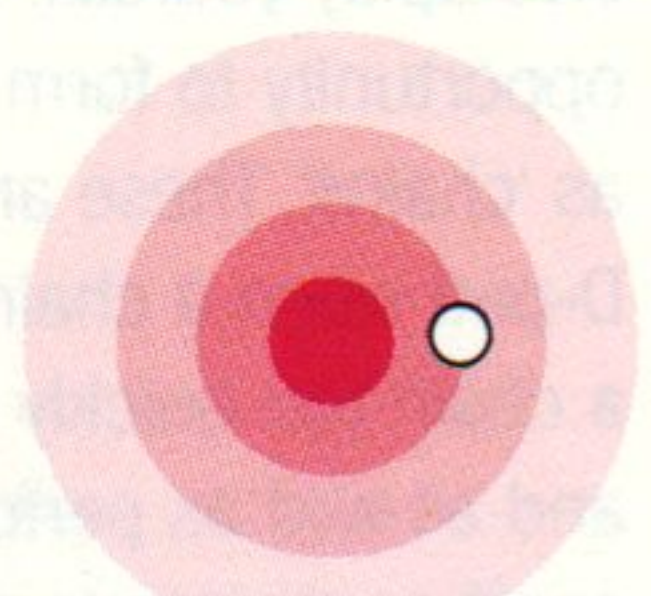
### GRAPHICS

Respectably detailed, and an applaudable draw distance.



### PLAYABILITY

The sense of high-speed is conveyed very convincingly.



### ORIGINALITY

It's an F1 game, but it does try a couple of new angles.



Understandably, a few niggles remain to be fixed – David Coulthard is in Mika Häkkinen's car, for starters.



Sense of speed, even in chase cam, is pleasingly conveyed.

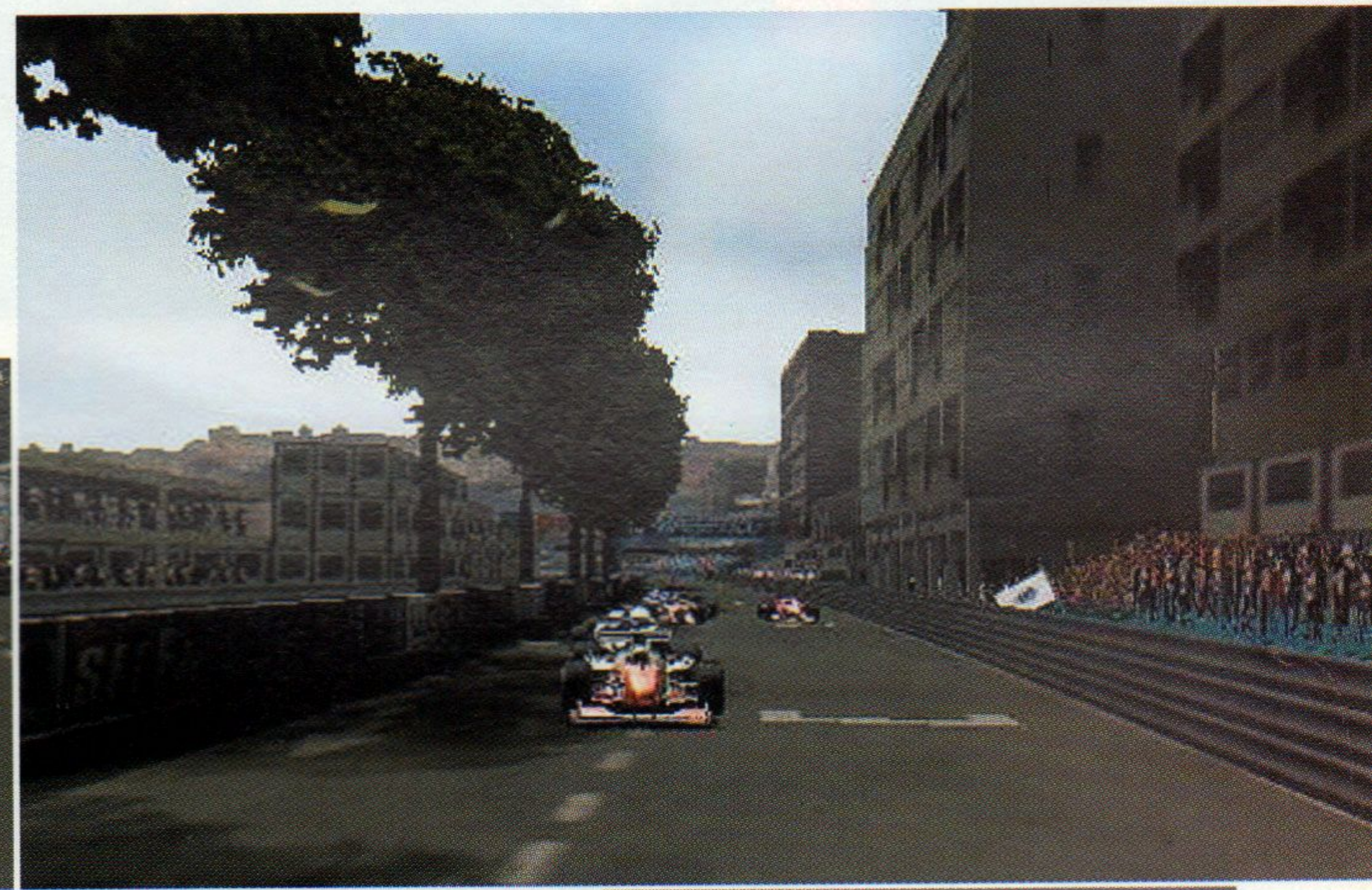
## BACK TO DRIVING SCHOOL

Retake you test and learn to drive F1-style.

Taking a spark plug out of *Gran Turismo*'s engine, *F1 Racing Championship*'s Driving School option requires you to complete 14 A-B segments within the time limit, with a car to overtake occasionally thrown in. Suitably, the training is done on the Suzuka circuit, regarded as one of the most technical tracks in the F1 calendar.



Whether you qualify first or last, your pit crew is always there for moral support.



The details is stunning, every Monaco building is in its place.



The rollage view – your F1 driver's head is affected by the various G-forces.



Driving in the rain is perhaps not as punishing as it should be, but at least spray effects are suitably view-obscuring.



WORDS: STE CURRAN

# SUMMONER

Another RPG is set to hit the PS2. You probably know the plot, the characters and the spells. So how is *Summoner* going to be any different?

**Publisher:** THQ  
**Developer:** Volition  
**Players:** 1  
**Release:** March 2001

For so long the RPG has been the domain of lank-haired PC geeks and their equally pale dice-rolling buddies. Now the genre is ready to be rendered in glorious 3D by Sony's slender black box. A heady, sword-clashing, magic-casting blend of the depth offered by PC dungeoneering and the accessibility of its console counterparts, all mixed together with the power of the PS2? Sounds like the perfect recipe to bring axes to the masses and role-playing back into the public eye.

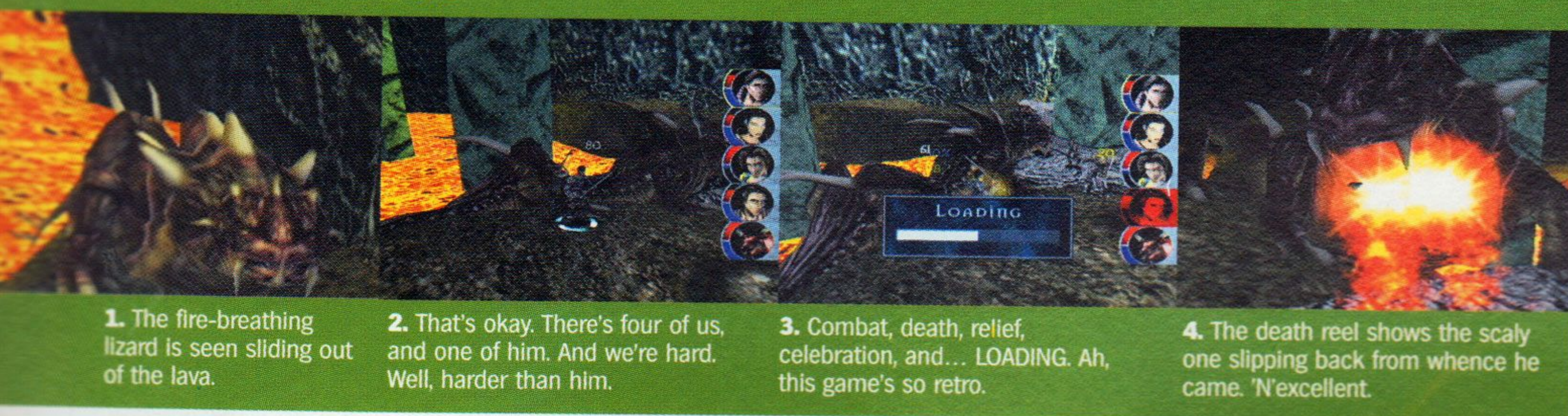
You're Joseph, one of the kingdom's last remaining Summoners, on a quest to save said realm from total annihilation. Naturally, there are various pointedly nasty creatures out to stop you. Initially you'll have to fight them off yourself, but as you progress through the first part of the game, another three adventurers will join your world-weary party. It's your role to kit them out and, as they gain experience, distribute their skill points appropriately. As a Summoner, Joseph has the ability to call up one of 16 different creatures – to fight as a fourth extra character on his side – ranging from the vapour-like mist elementals to suitably terrifying dragons. Using the joypad's shoulder buttons, you will be able to switch control from Joseph to other characters at any point.

It's possible to set up effective AI battle patterns within your party, but most of the time it's better to get caught up in the swordplay yourself. Whichever character you control has the opportunity to form combos, that in *Summoner* are referred to as 'chains'. These are achieved by pressing a direction on the D-pad when a chain link appears on the screen. If you perform a chain too quickly or slowly the move will fail, time it just right and as well as performing a special move, your hero will get another chance to strike. So far it is reminiscent of the rhythm action gameplay in the Bemani games but without the tunes.

The control system is intuitively simple, possibly to the extent of dumbing down the RPG genre too much. Thankfully,

## SLAYING OUT FOR THE SUMMONER

It's not just quest, quest, quest, being an adventurer, y'know. Sometimes you've got to take things down, samurai-style.



1. The fire-breathing lizard is seen sliding out of the lava.

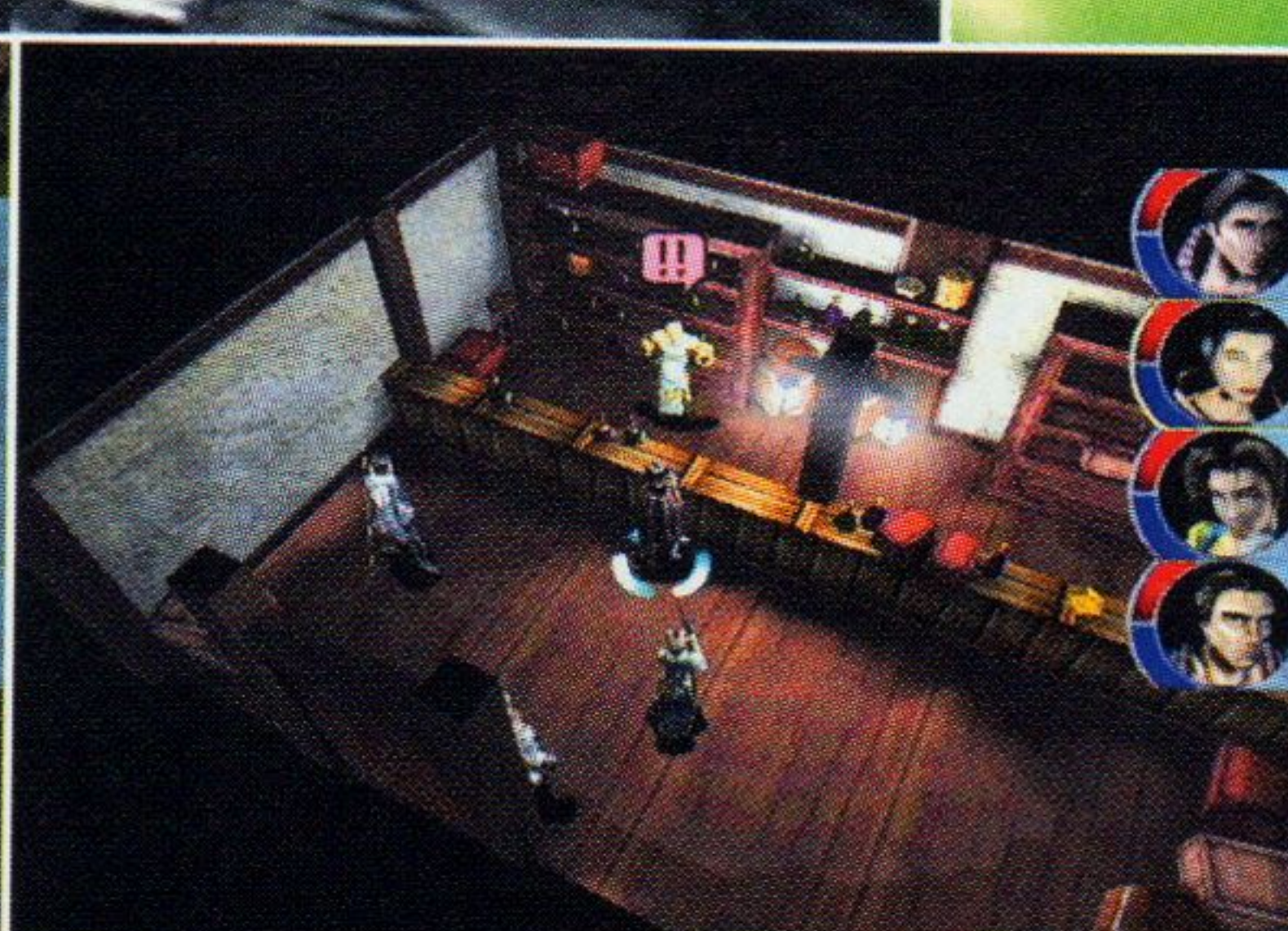
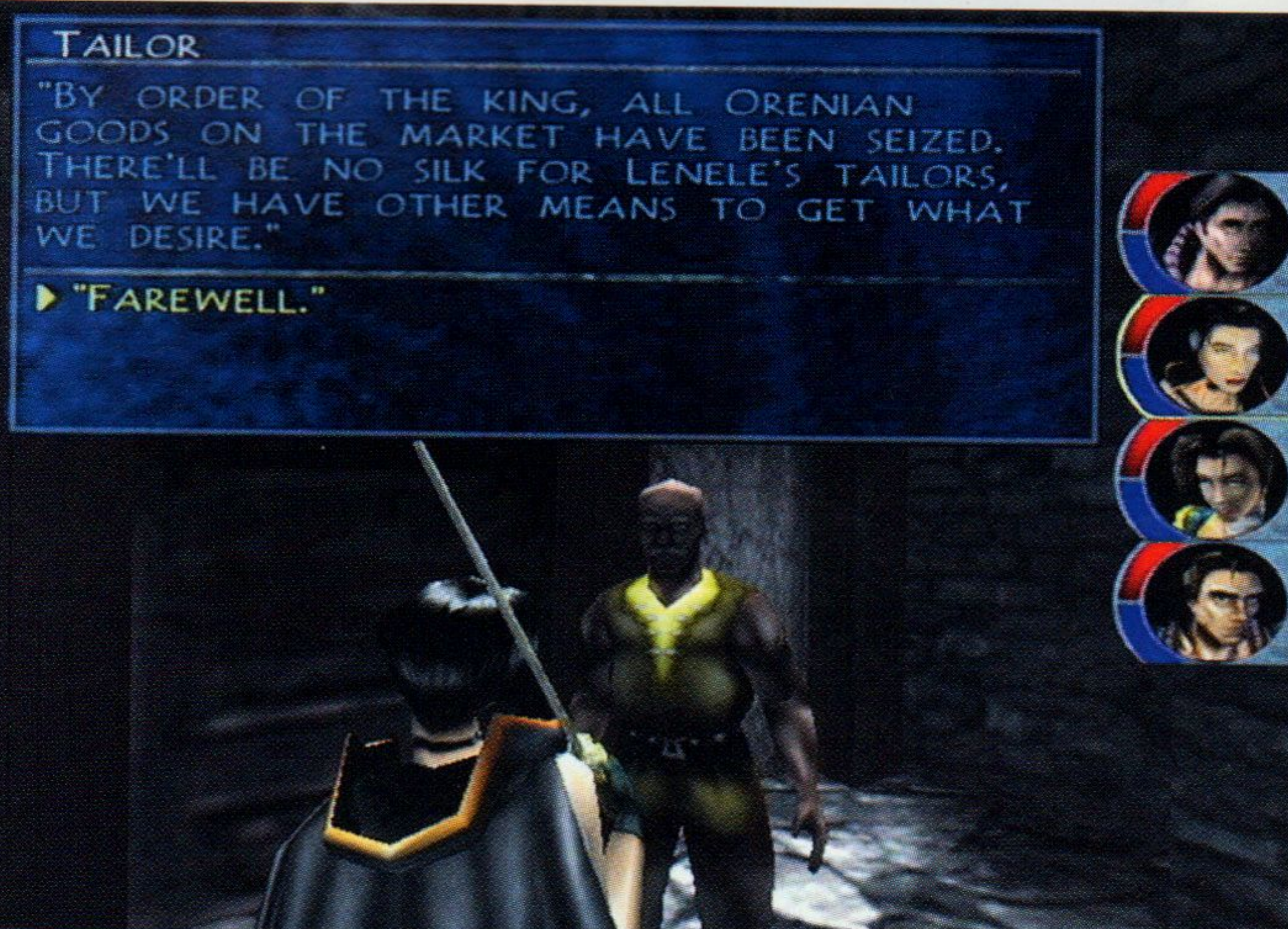
2. That's okay. There's four of us, and one of him. And we're hard. Well, harder than him.

3. Combat, death, relief, celebration, and... LOADING. Ah, this game's so retro.

4. The death reel shows the scaly one slipping back from whence he came. 'N'cellent.




The landscape looks gorgeous, when it's not spoilt by the limited draw distance.




Combat can be manual or automatic (left) while light spells illuminate your way (centre) after the scrapping dies down...





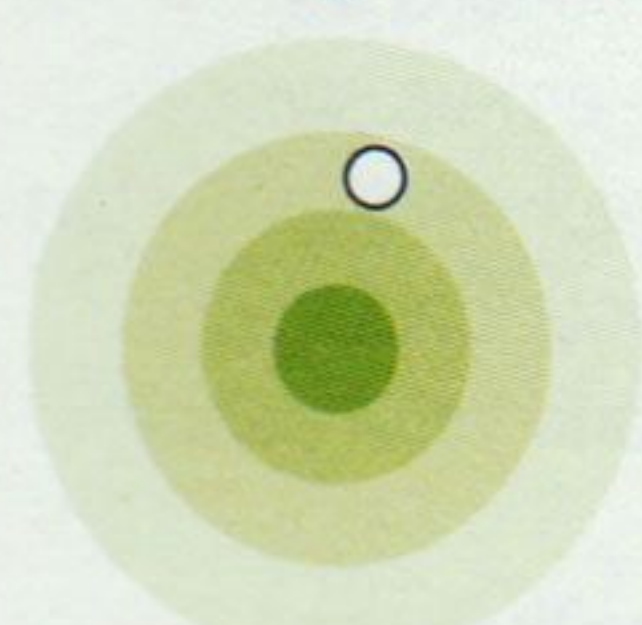
the puzzles in later sections are expected to be more extensive and complicated. Volition promises 50 plus hours of gameplay, so let's hope the majority of that involves something a little more involving than randomly stabbing the  button.

Still, the simple control method will make it easier to move your party across the fantastic landscapes. The left analogue stick controls the movement and pace of the character you're controlling, and the right stick controls the distance and angle of the camera that tracks them, meaning you're always in complete control of what you're seeing and how you're seeing it. It's a brilliant idea, and well executed too, but currently the draw distance needs serious attention.

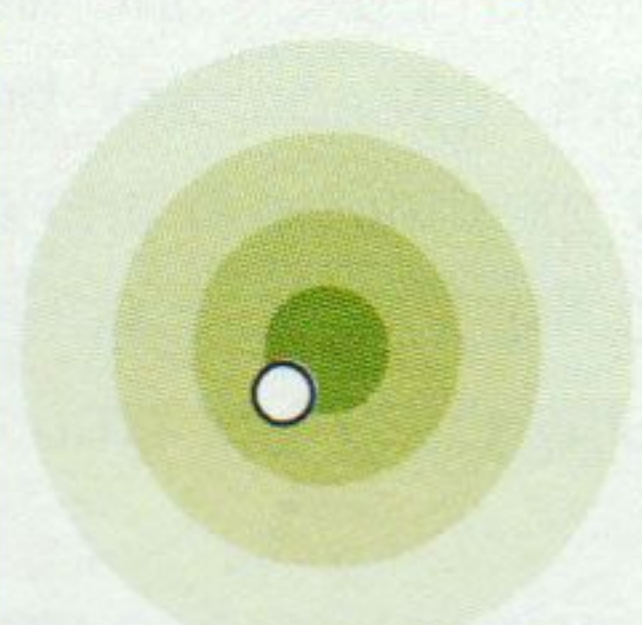
The obscene loading times and irritating random encounters (see *The World Is My Oyster*) are other problems hindering *Summoner* at this early stage, but there's hope. This isn't optimised code, and there's plenty of time until the UK/PAL release. However, the occasional moments of beauty won't be enough to put most people under its mindlessly hypnotic spell unless some of its graphical glitches are fixed. If this is the game to break the RPG out of geek-non-chic and into the mainstream, there's still plenty of work to be done. 

## ON TARGET? SUMMONER

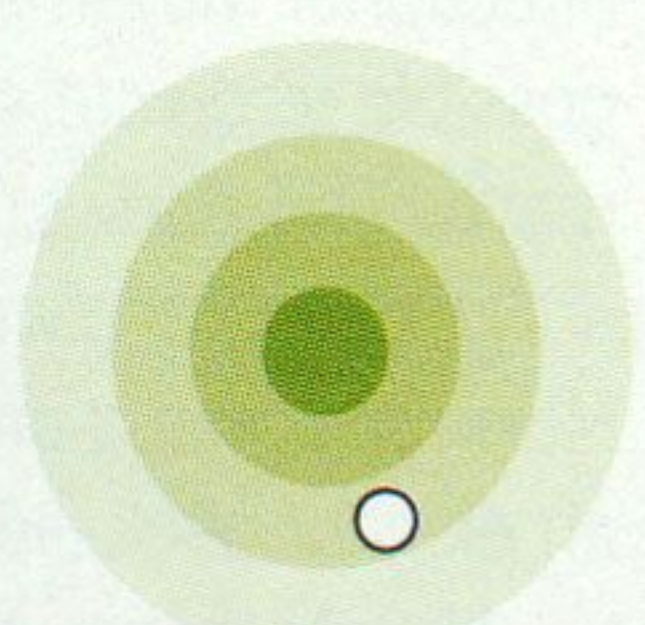
The NTSC version is already on American shelves, but there's still more than enough time for a bit of PAL tweaking.



**GRAPHICS**  
Currently suffering from an awkward draw distance.



**COMBAT**  
Places a new spin on the now tired turn-based structure.



**PLOT**  
Standard derivative nonsense – perfect for an RPG, then.



Sadly, the game won't let you eat the fish.



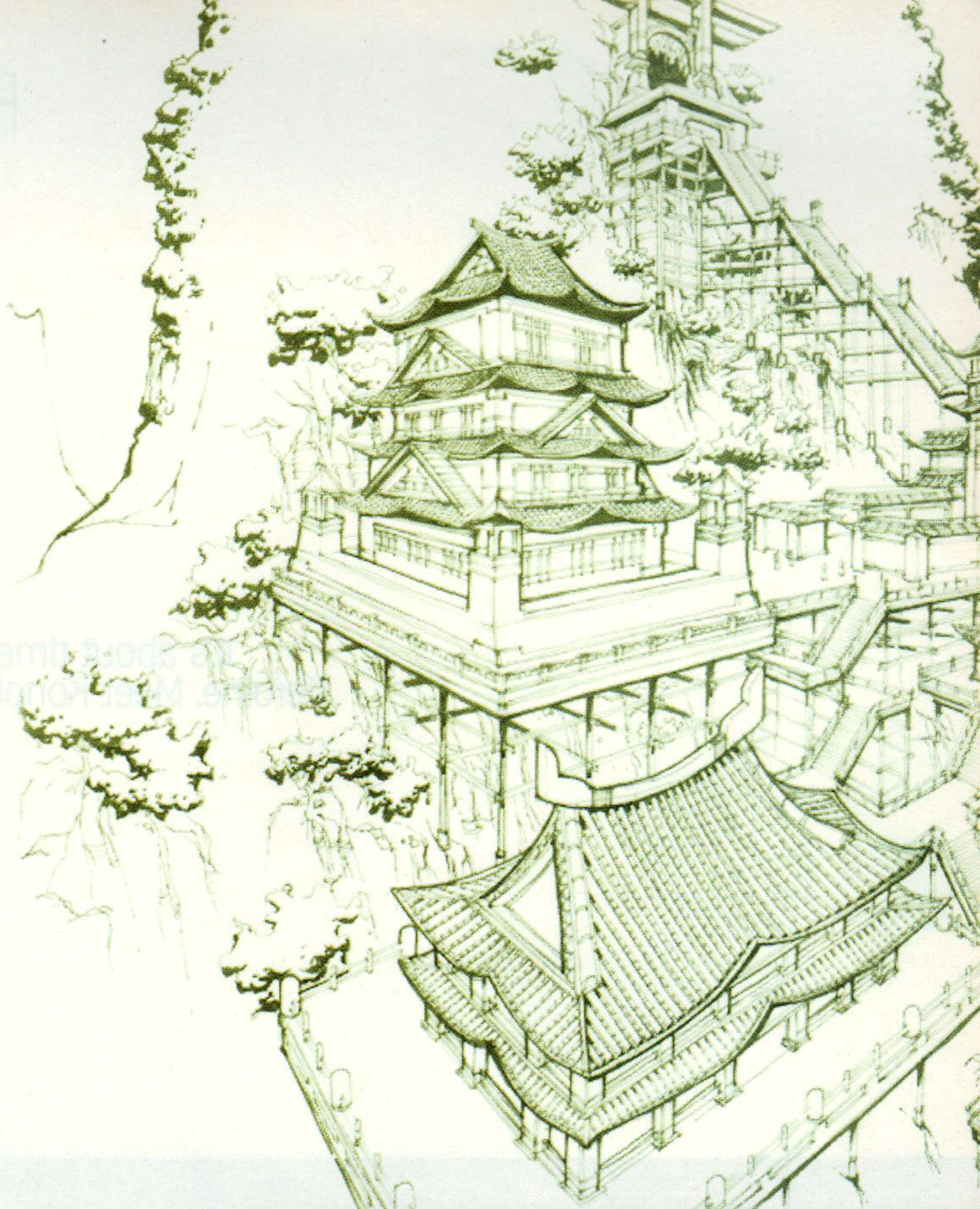
The viewpoint's pretty, if slightly irritating.



Nice architecture, but why does it just stop?



Once he's got the the rings, Joseph can call for help from... MONSTERS!



## THE WORLD IS MY OYSTER

*Summoner* is very keen on random encounters, although it's doubtful you will be.



Once you've left one of the properly constructed areas, you emerge onto the world map. Here, you can wander across hill and vale, from town to town, to your heart's content – as long as you don't mind putting up with the random encounters the game throws at you every 20 seconds. These place you in a generic countryside setting with 15 or so enemies – you can either take them on or flee to the yellow area boundaries. All jolly good slice and dice fun, except each encounter takes around 30 seconds to load up, and with another half-minute to get back to the world map you'll end up absolutely dreading them.



# PREVIEW ONI

WORDS: PAUL FITZPATRICK

## ONI

It's about time PS2 got its own action heroine. Meet Konoko and welcome to *Oni*.

**Developer:** Rockstar  
**Publisher:** Bungie  
**Software:** Bungie  
**Players:** 1  
**Release:** Summer 2001

**D** enveloped in Chicago by Bungie Software (*Marathon* for the Mac) *Oni* is set to bring anime inspired gun and fist fighting action to the PS2 in a manga movie action adventure format. That's the idea. But with Konoko, a gutsy female protagonist taking centre stage, *Oni* could be sailing perilously close to the pre-eminent grand dame of the genre, Ms Croft. What are its chances?

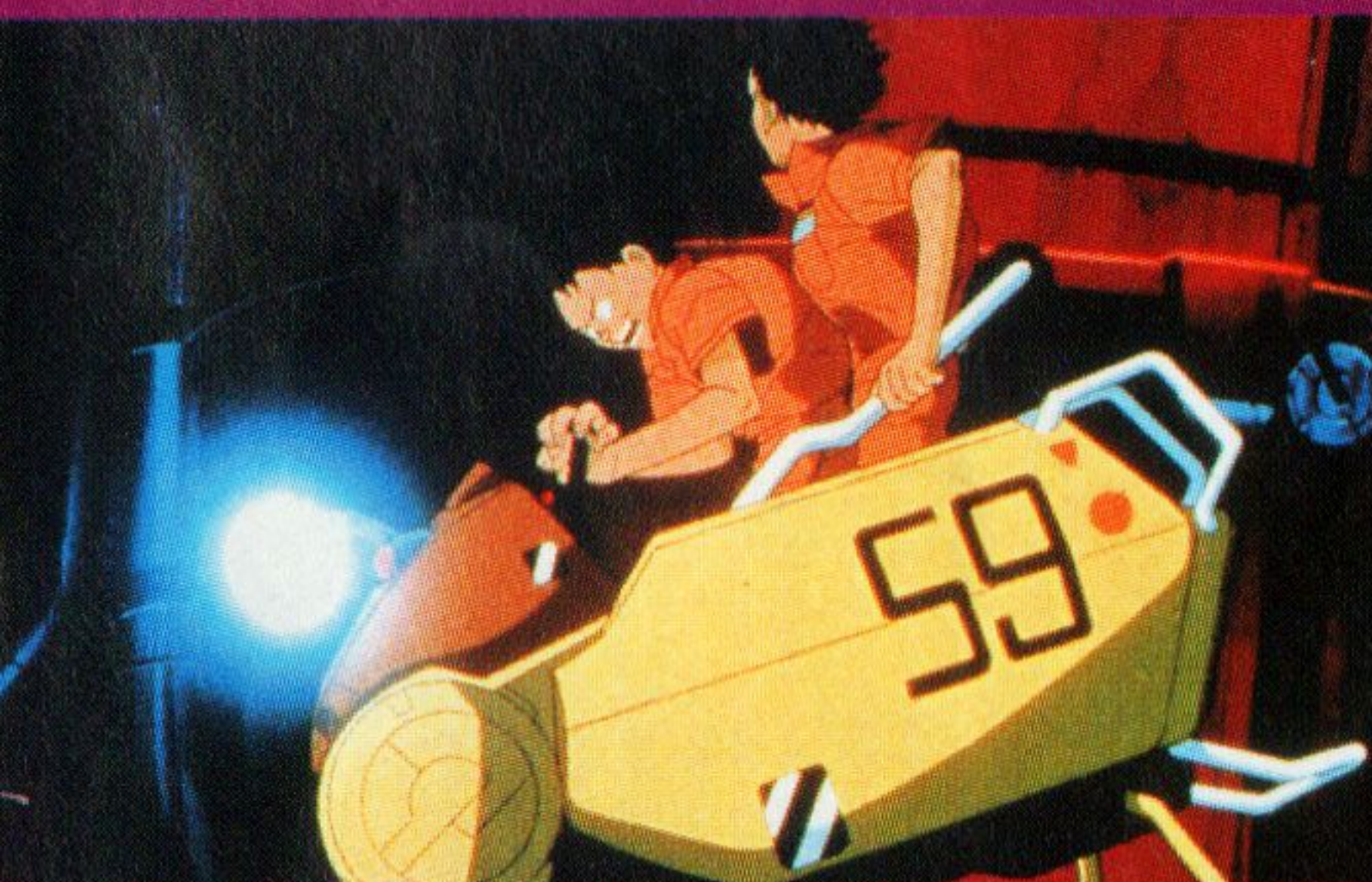
*Oni*'s flirtation with the Far East begins in the year 2032. We're introduced to the plot and Konoko – an elite officer of the Tech Crimes Task Force – via an FMV right at the start of the game. In effect a one-woman SWAT team Konoko is on the trail of a crime syndicate that is tightening its grip on an anonymous city sprawl. Her investigations bear fruit, but not all of it is to our heroine's taste. Konoko's very identity could be linked to the criminals. Will she have to confront demons of her own before she can bring the syndicate to justice? For now we'll have to wait and see.

As Konoko, your progress through the game will be characterised by bringing down enemies in whatever way you can. 'Full contact action' is how you'll do this. If you have a gun you may want to use it. If you don't you'll be able to sneak up on enemies and wrestle the weapon from their hands or take a running jump and knock them unconscious. The control system aims to be both intuitive and flexible. By combining standard directional movements with punch and kick buttons it's possible to create surprisingly complex, beat-'em-up style moves and throws. For example, run and crouch and you'll start a sliding kick to sweep the legs from under your opponent. Move backwards pressing jump and crouch and you'll perform an elegant back flip.

Usually, game character animation means that when inputting a punch you aren't able to make your character do anything else until the punch animation has finished. Not so with *Oni*. If, mid jump, you decide it would be a good idea to

### ANIME ME UP

You've got a while to wait for *Oni*. Don't despair. Why not use the time constructively and immerse yourself in these manga movie gems.



**Akira (1988)**

**Director:** Mamoru Oshii

All hell breaks loose in Neo-Tokyo when a secret military project gives a motorcycle gang uncontrollably destructive psychic powers. A classic movie that transcends the confines of its genre.



**Ghost in the Shell (1995)**

**Director:** Hiroyuki Yamaga

A female cyborg cop and her human partner track down the Puppet Master, a master hacker and criminal. An initial source of inspiration for *Oni* and a great balance of style and depth.



**Wings of Honneamise (1987)**

**Director:** Hiroyuki Yamaga

On an alternate Earth, a member of the unsuccessful Royal Space Force offers to be the Kingdom's first astronaut and gets sucked into a neighbouring country's plans for war.



**Perfect Blue (1997)**

**Director:** Satoshi Kon

A retired actress is shaken by an obsessed fan and ghosts from her morally questionable starlet past. An atmospheric feature that raises the issue of media exploitation of women in return for fame.

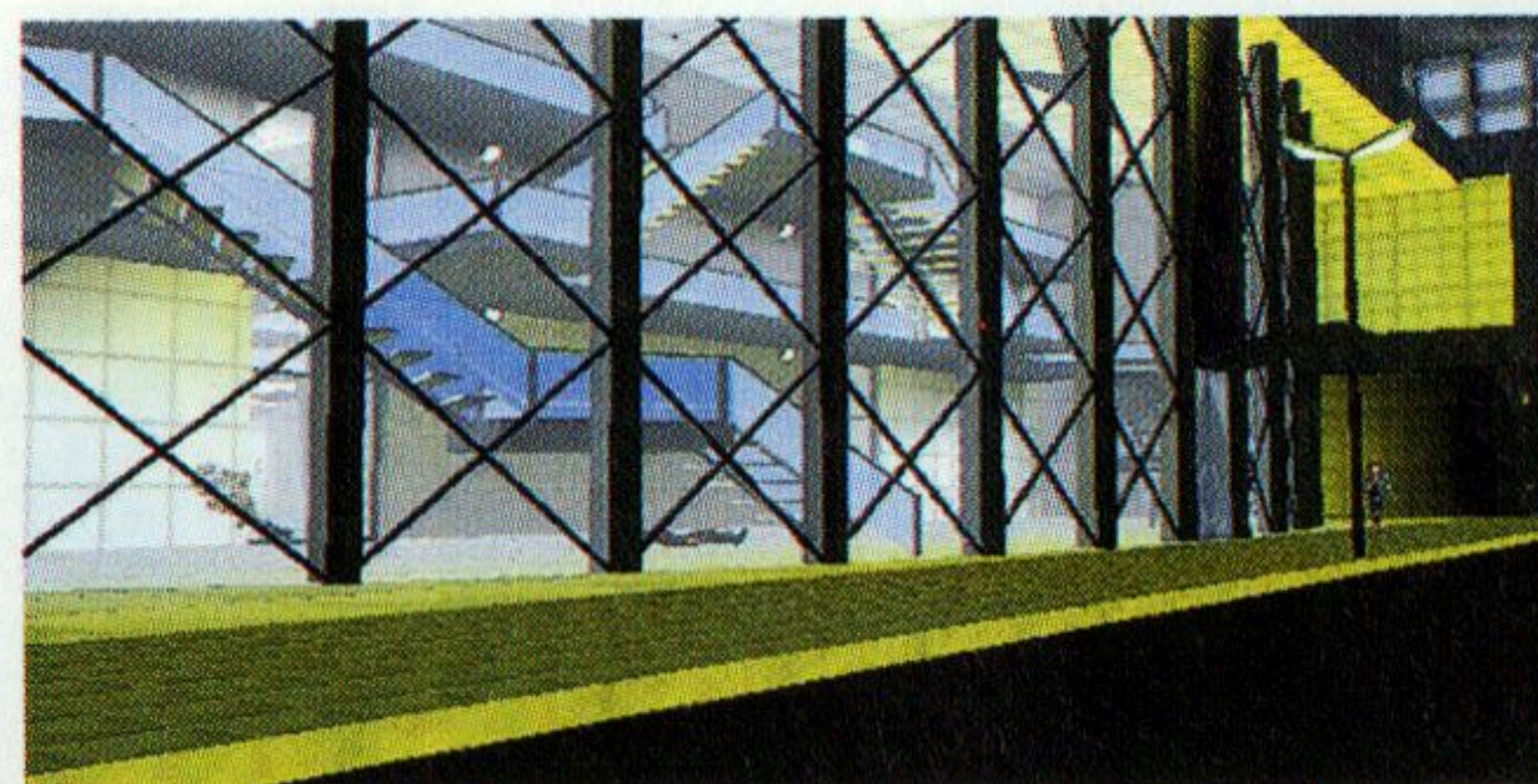


**Battle Angel Alita (1993)**

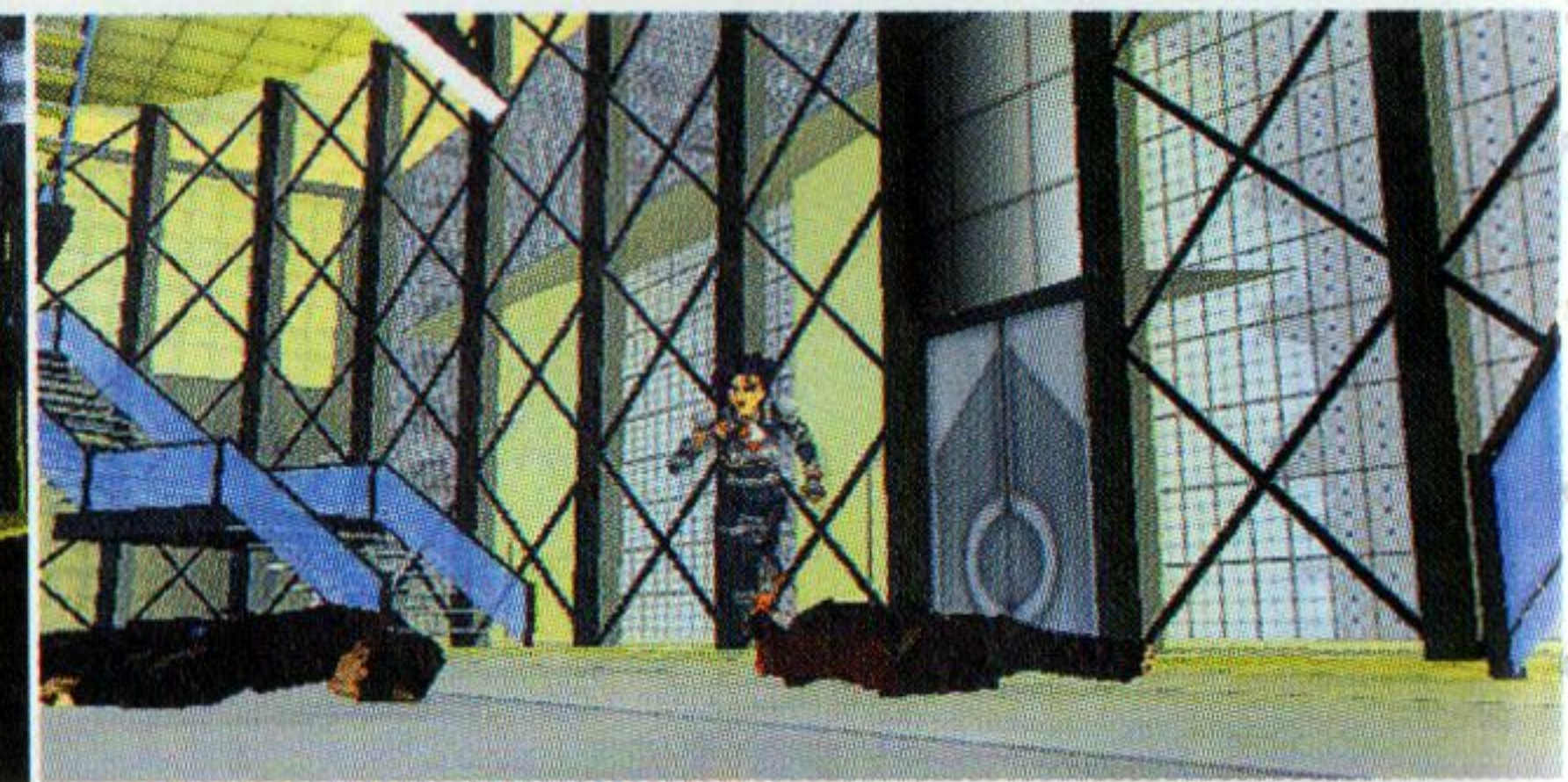
**Director:** Fukutami Hiroshi

A young female cyborg is found battered on a scrapheap. Repaired she pieces together her past as an assassin and befriends a boy called Leon. When he tries to gain access to a city paradise, floating above their junk-filled world she senses danger and sets out to save him. A perfect entry point for newcomers to anime.

KOBAL COLLECTION



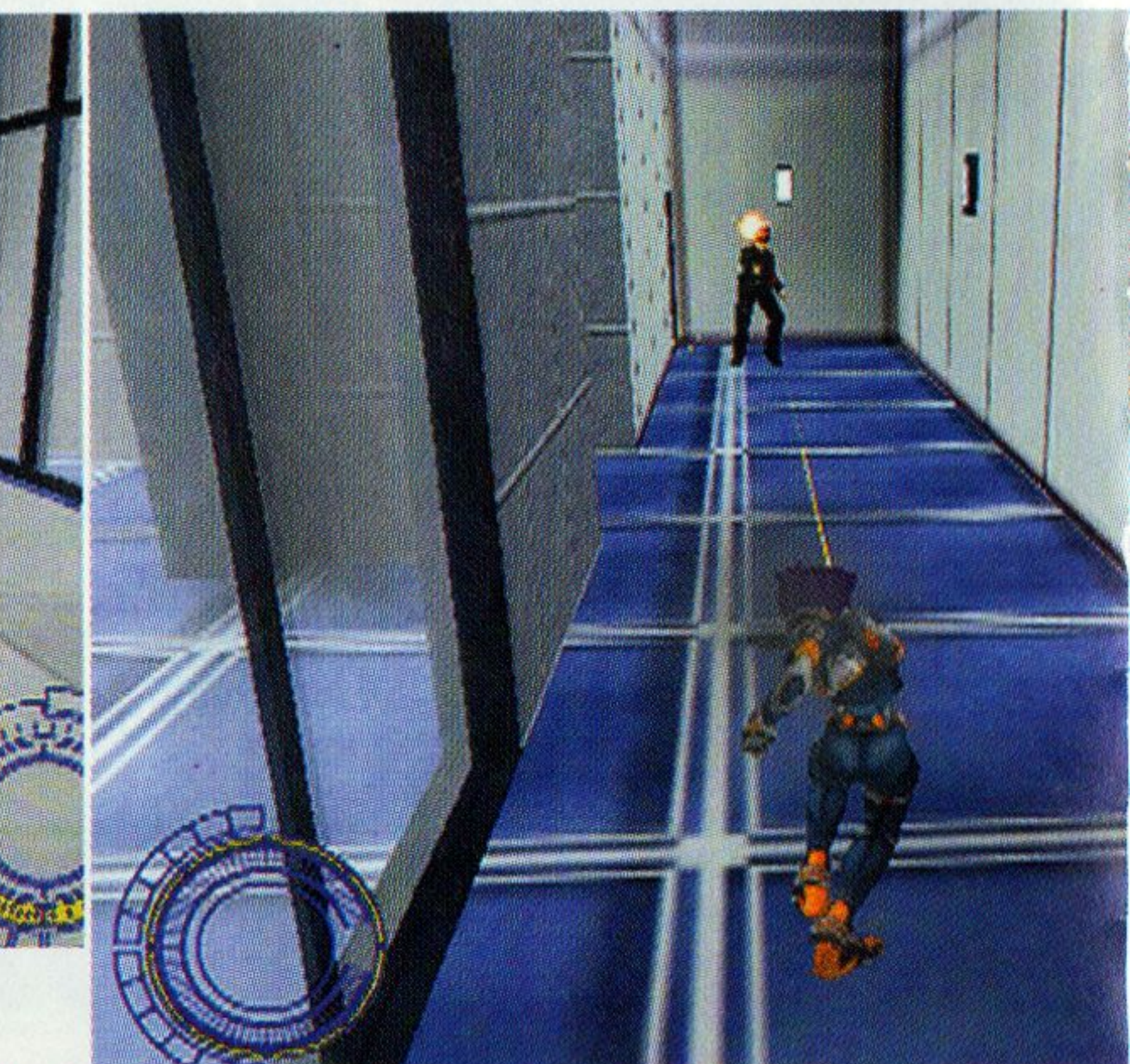
The demo FMV has TCTF Officer Konoko spotting trouble in glass-fronted building.



Rushing inside she finds two unconscious figures...



Two guards? No match for our Konoko.



Early level design is superb with a great sense of scale and proportion.





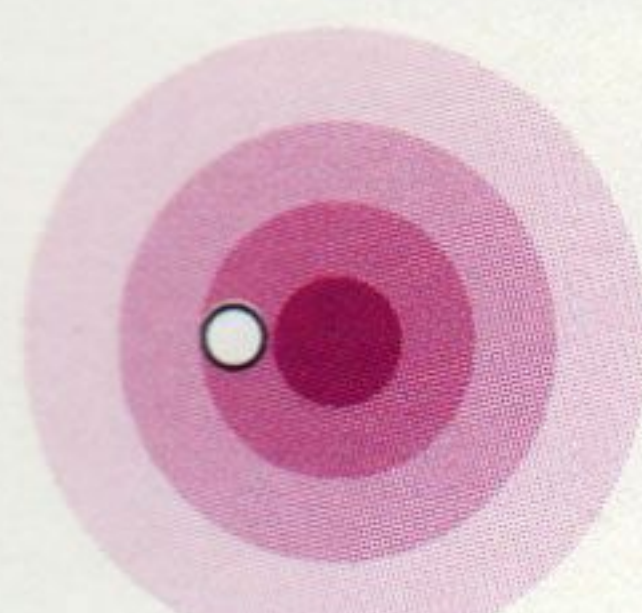
roll out of the leap and draw your weapon you can input the controls and your character will react instantly. This is called 'animation interpolation' and the immediacy this promises to bring to the gameplay is just sublime. Konoko will also gain experience from her fights, so the further she progresses, the better her hand-to-hand combat skills will become.

However, just as Oni's heroine is smarter than her videogame ancestors so too are her enemies. Bungie has created eight basic character classes, each with dozens of variations. What this means is that Konoko's opponents will react with varying levels of aggression, intelligence and resourcefulness depending on the scenario. This will inject a serious, strategy element to the game as you pick your way around the expansive levels of which all 17 have been designed by architects using 3D Studio and Autocad programs. The result is unique environments with a realistic sense of scale.

All reasons to feel confident that both game and heroine will be kicking ass when they hit the streets next summer. It's a way off, but the game is already building up momentum with an Internet buzz that you'd expect of a manga game. We may have a new game diva waiting in the wings. Lara who? □

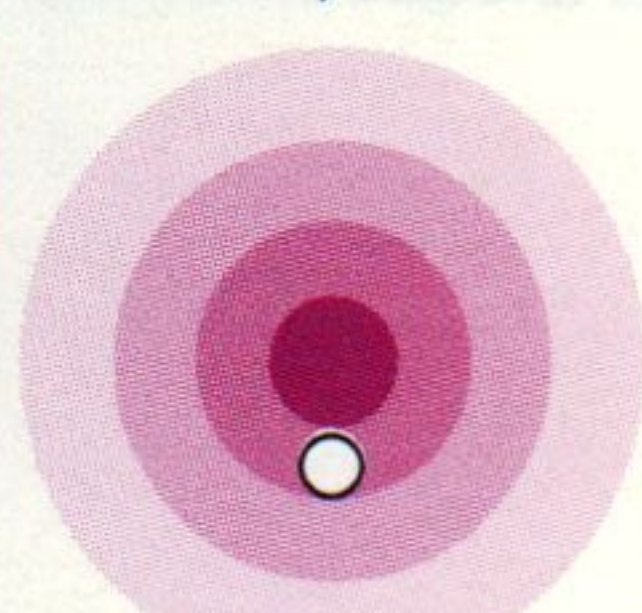
## ON TARGET? ONI

Early days yet but Oni is already heading in the right direction. A fast and fluid action adventure is anticipated.



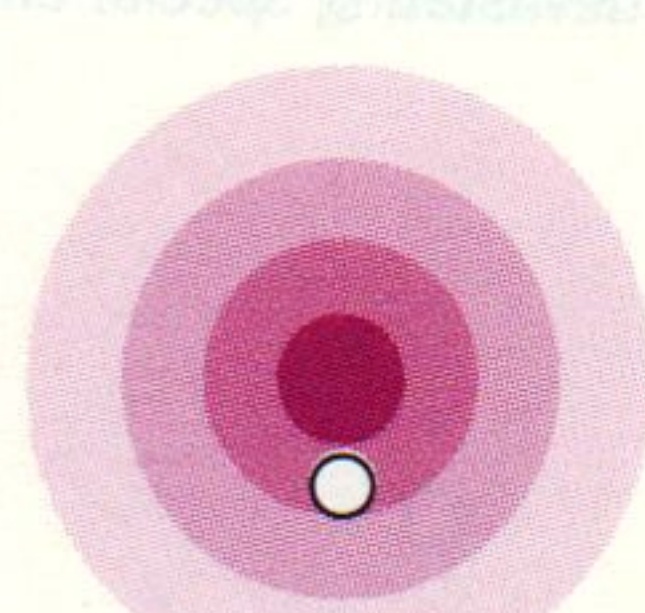
### CHARACTER CONTROL

Controls give wide scope for slick action.



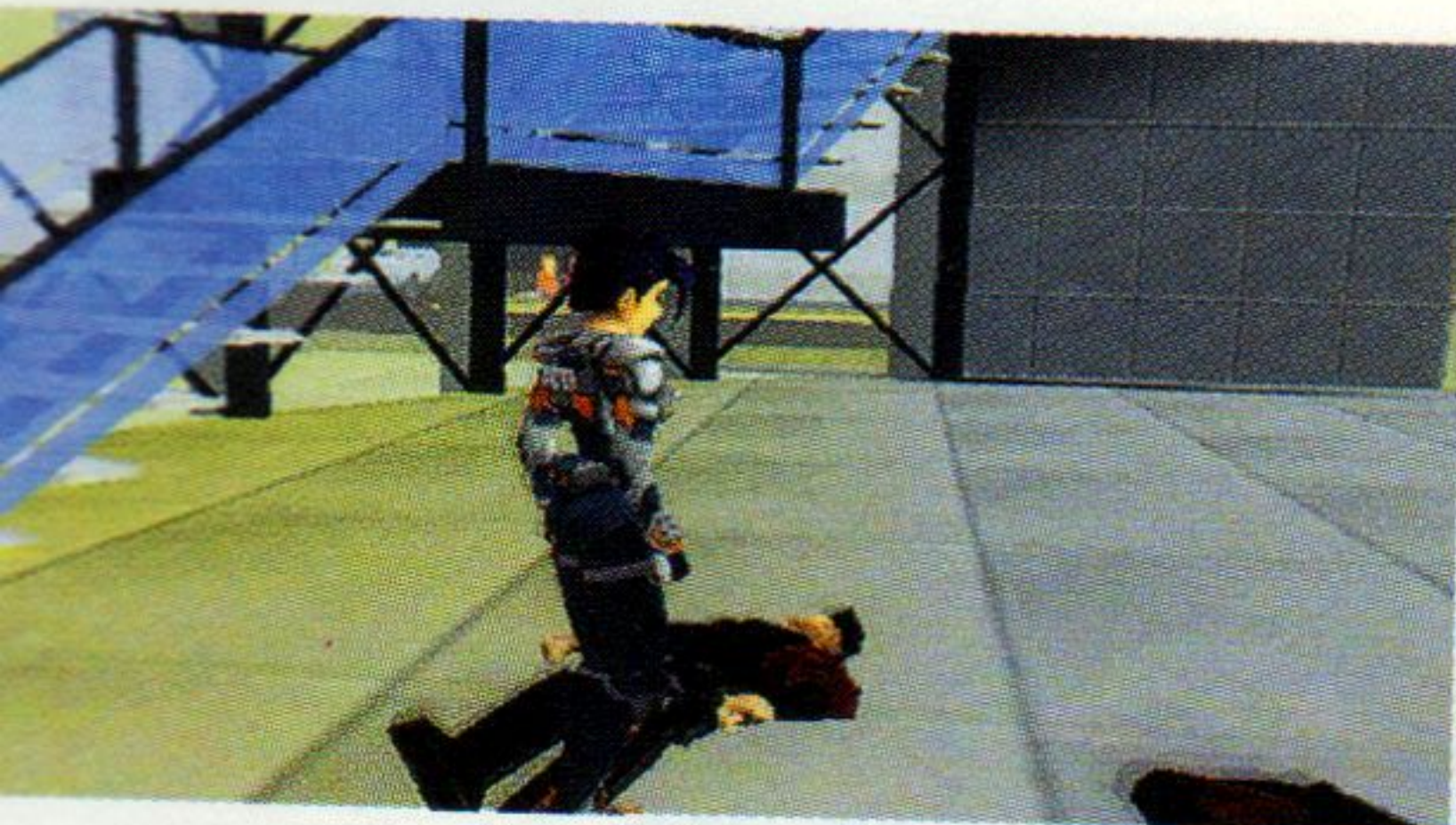
### LEVEL DESIGN

Environments that look like they were designed for humans.



### MANGA CREDIBILITY

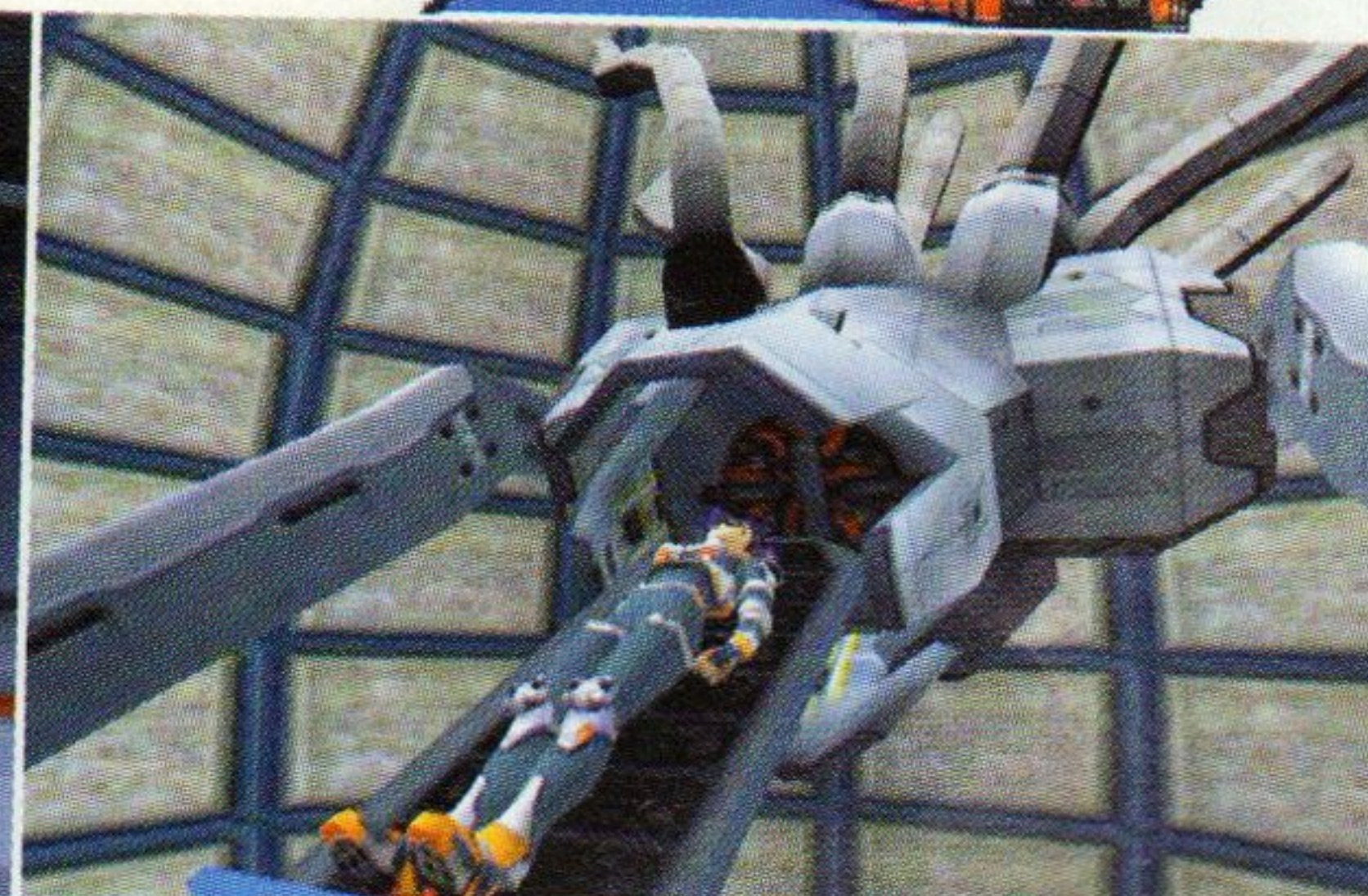
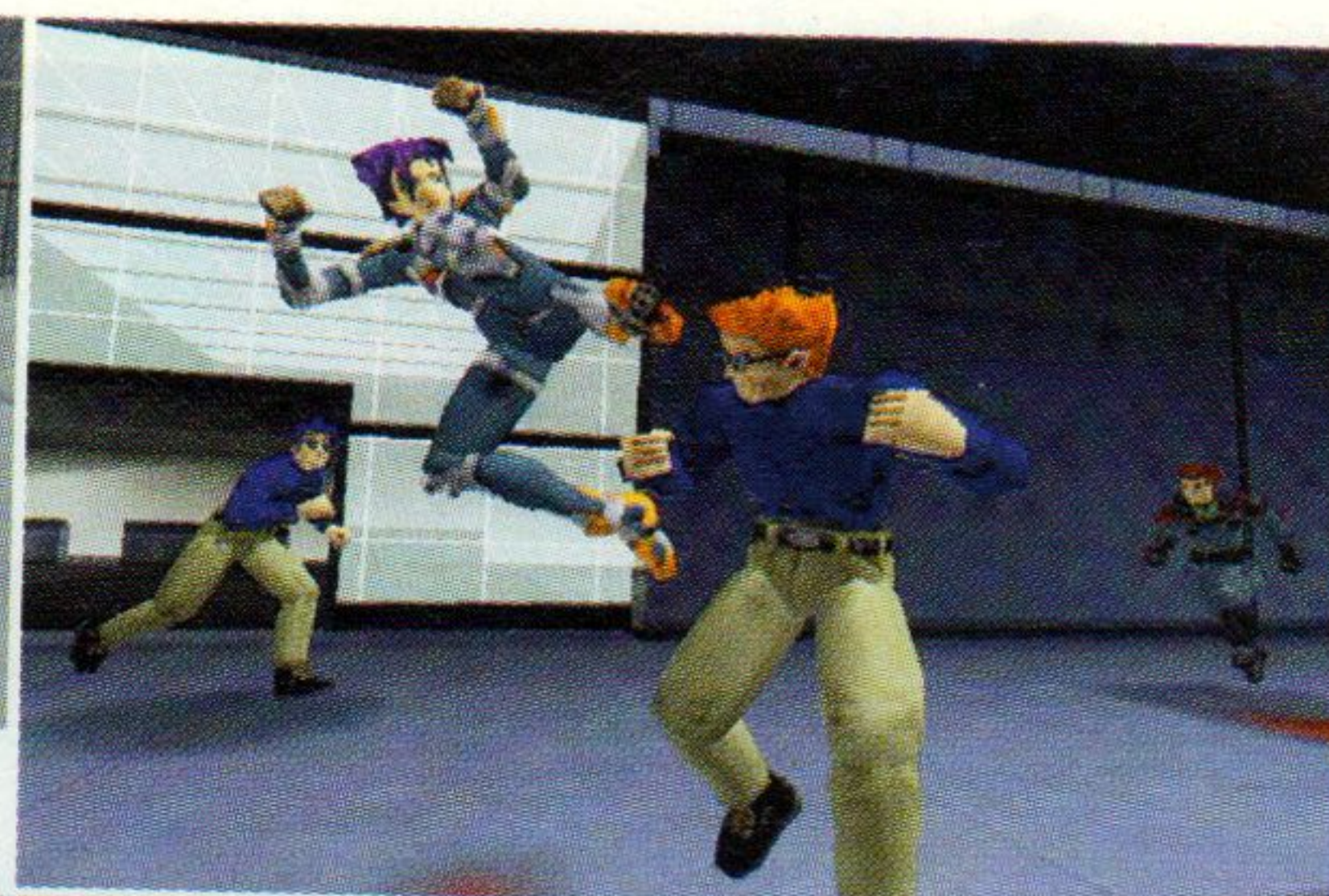
Stirring up attention in the Far East...



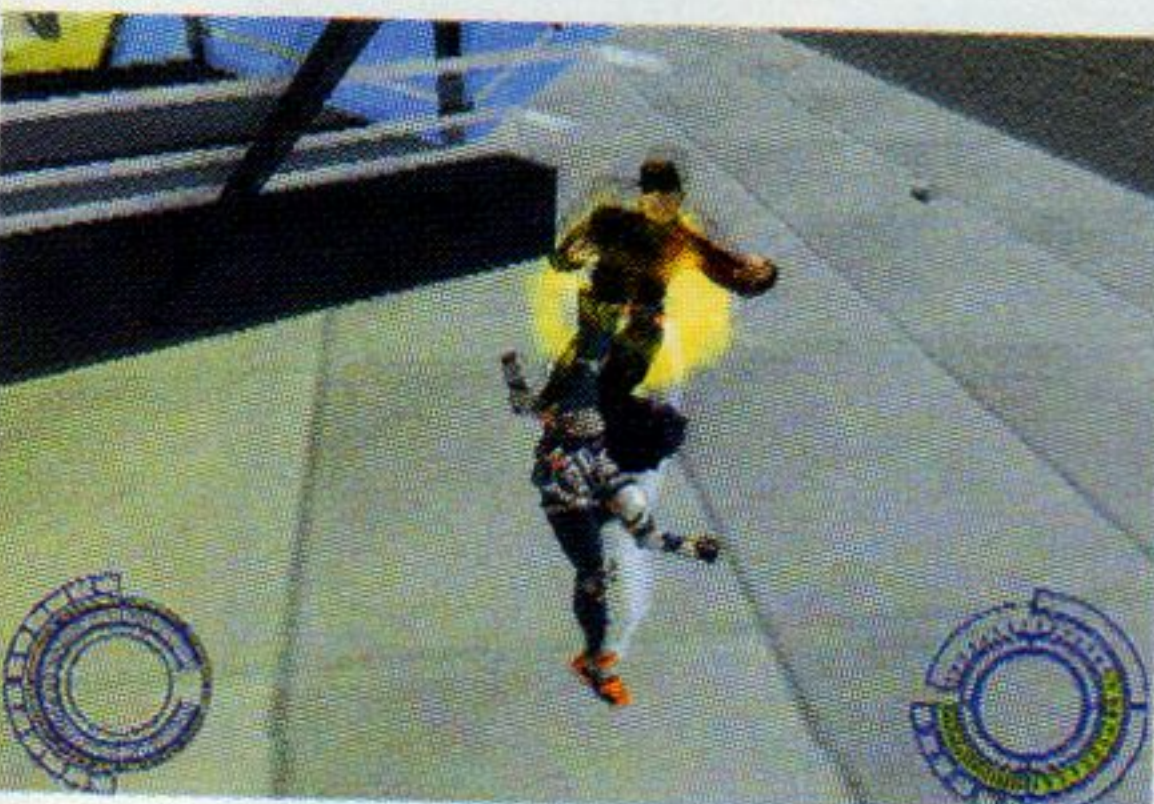
A delicious slow zoom tells us Konoko has company.



She turns to face the intruders and we get our first glimpse of the PS2's new action heroine.



Enemy AI means Konoko's work is cut out for her.



(Clockwise from top left) Kung Fu dropkicks, cool mech-suits, mid-fight posing and one whole lot of blood... Oni promises a little bit of everything when it kicks off next year.

## MEET THE GANG

Who's who in the world of Oni.

The depths of Oni's plot are being kept pretty quiet. However, some of the key players are already out there. Here are a handful of these movers and shakers.



**Konoko**  
Elite Officer of the Tech Crimes Tactical Force. Dyes her roots.



**Griffin**  
Police chief and Konoko's boss. Has no roots to dye.



**Shinatama**  
Konoko's diminutive sidekick. Pink hair possibly not natural.



**Elite Striker**  
Another of the bad guys. Not handy on a football pitch as name implies.



**Tanker**  
One of the bad guys. Likes to settle arguments with ham-sized fists.



# PREVIEW

## STREET FIGHTER EX3

# STREET FIGHTER EX3

WORDS: RYAN BUTT

Since its conception back in 1987, over 20 *Street Fighter* games have been rolled out of Capcom's software plant. Time then for another on...

**Publisher:** Capcom  
**Developer:** Capcom (Arika)  
**Players:** 1-3  
**Release:** January 2001

When played as one of the PS2's original Japanese launch titles, *Street Fighter EX3* was one of the least impressive. Whereas *Tekken Tag Tournament* broached new ground and took the fighting genre to pastures new and sophisticated, *Street Fighter* has been happy to stand still. Seemingly content to watch technology evolve and mutate around it, the series can hide behind its cult retro stylings no longer. It's time for *Street Fighter* to grow up.

Lining up alongside *TTT* on the most powerful games platform, currently *SFEX3* looks to be struggling to keep up in the graphics stakes. However, it was always the gameplay that made *Street Fighter* so compelling, and the embers of that passion are still glowing beneath the surface of this 13-year love affair. The PAL version promises to be an enhanced version of the game released in Japan. These improvements include optimised playing speed for European gamers, the option to choose your CPU opponents in a new version of the Arena mode, plus a special move command list viewable during play. When you add this to the tag matches, duel combos, new characters and a wealth of modes that were featured in the Japanese version, this package becomes more appealing to the fighting fanatic.

Being an 'EX' *Street Fighter* game, all of the graphics are in 3-D (*Street Fighter Alpha* games are of the 2-D flavour), with no expense spared on the special effects. When you take a devastating blow, the impact is heightened by meteor storms and explosions igniting on the screen. Coupled with the accessible gameplay, this makes for an full-on experience from the getgo. The speed of the characters' movement still feels

questionable at this preview stage but the fact the slowdown appears to be a lot less crippling than it was in the NTSC version must be applauded.

For *Street Fighter* aficionados, *EX3* should have enough new features to keep interest from waning. Now by selecting two characters they operate in a tag set-up with combo moves bringing them into the fray simultaneously. If one gets fatally wounded, the new Emotional Flow feature allows the other to take control of the fully-charged dead fighter's Super Combo Gauge and dive straight into the thick of the action.

There is also a new Momentary Combo system in place, with which extra moves can be achieved by pressing the attack buttons just as a previously unleashed special move connects with your opponent. These new inclusions should give *EX3* more depth to and make it a title that will be bought and played by more than just diehard fans when it gets its release. Whilst *TTT* has the complex moves, it looks as though *Street Fighter EX3* is in its element when it comes to frantic, pause-for-breath-and-you're-dead rucking. □

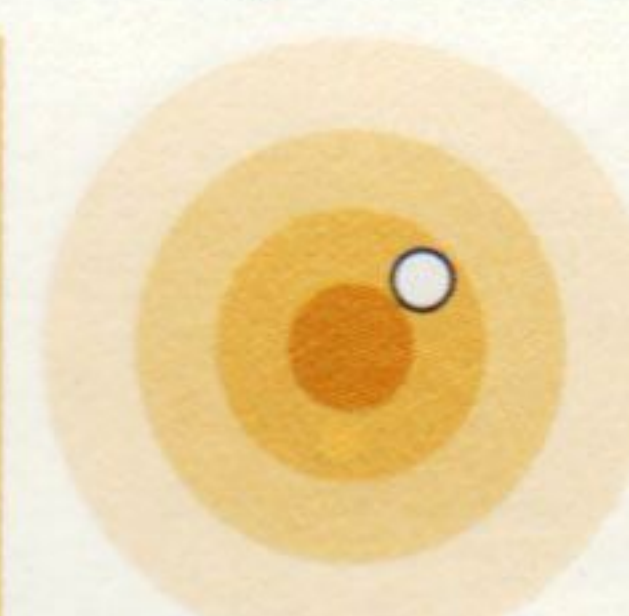
## ON TARGET?

### STREET FIGHTER EX3

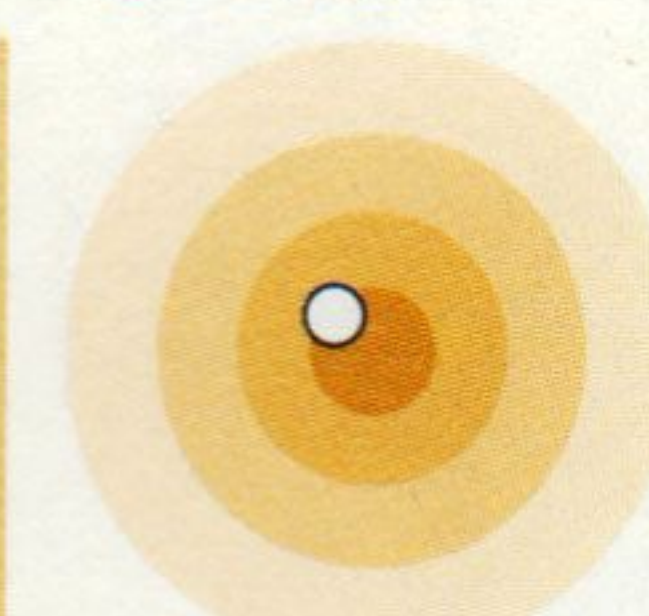
Currently lacks polish. Instead this game looks to be concentrating on devastating special effects and good, old-fashioned gameplay.



**GRAPHICS**  
Vibrant and energetic but the characters look chunky.



**GAMEPLAY**  
Consistently solid gameplay. It is a *Street Fighter* game.



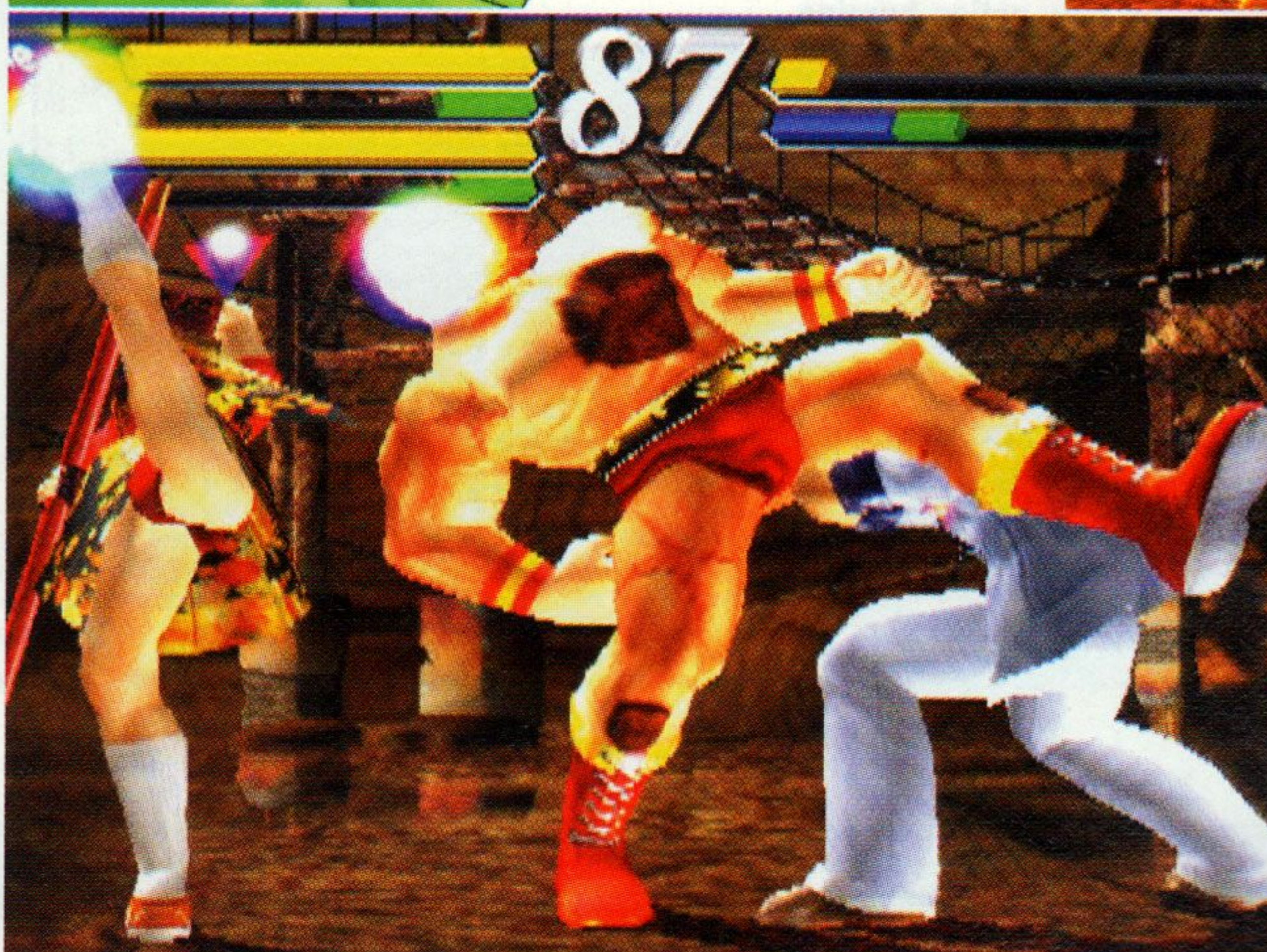
**METEORITES**  
Hit someone and the screen erupts with a hail of moon rocks.

## ACE IN THE PACK

Street Fighter's got itself a new hard man.



*Street Fighter EX3* features a brand new character called Ace who has his own Character Edit mode. The idea is that you perform various tasks, earn experience points and then use them to buy special moves. The tasks start off relatively simple – throws, three-hit combos and so on – but as you progress, they rapidly get harder. With your bank of experience points, you must purchase the right special moves and meteor combos that enable you to complete the remaining tasks. If you waste your points on useless moves, then you're never going to pull off that most monstrous of spectacles – the mighty 50-hit combo. Choose wisely, young apprentice...



The gratuitous knicker shot – but surely that's a man in the skirt?



You can't fault the special effects but the characters are a bit blocky.



The action isn't just confined to two players – now three can slug it out.



Ten years on Ken's fireballs are still going strong...



WITH FRIENDS LIKE THESE...

KICK-ASS MOMMA

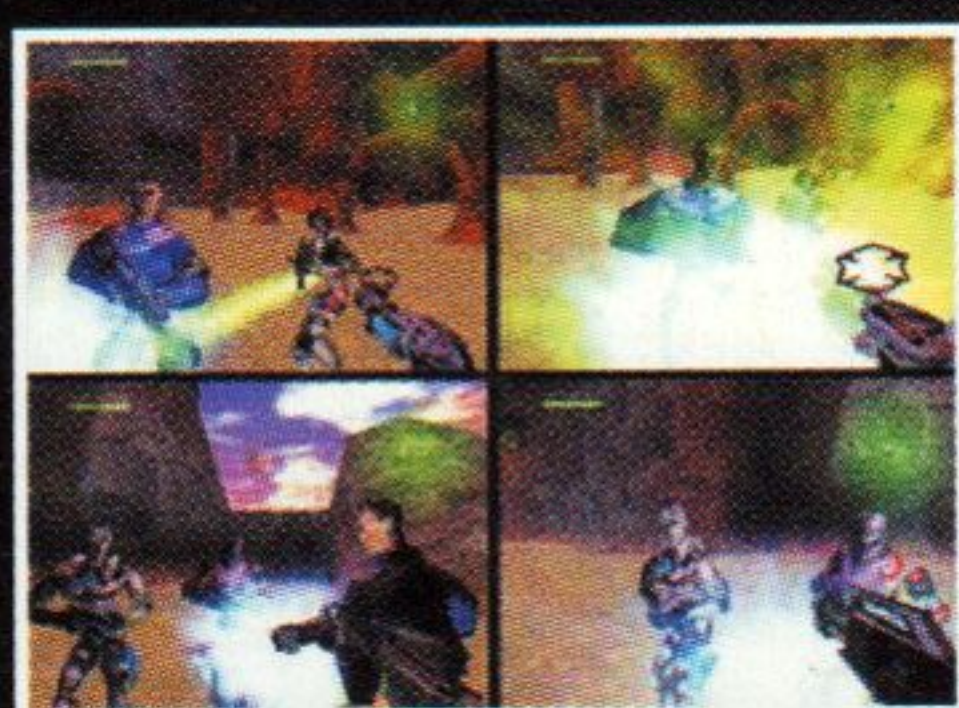
RENEGADE CYBORG ASSASSIN

SUPERFLY 70'S COP

CRACK MARKSMAN

# TIMESPLITTERS

"The game worth buying a PlayStation 2 for" **EDGE**



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WORDS: SAM RICHARDS/PHOTOGRAPHY: MARTIN BURTON

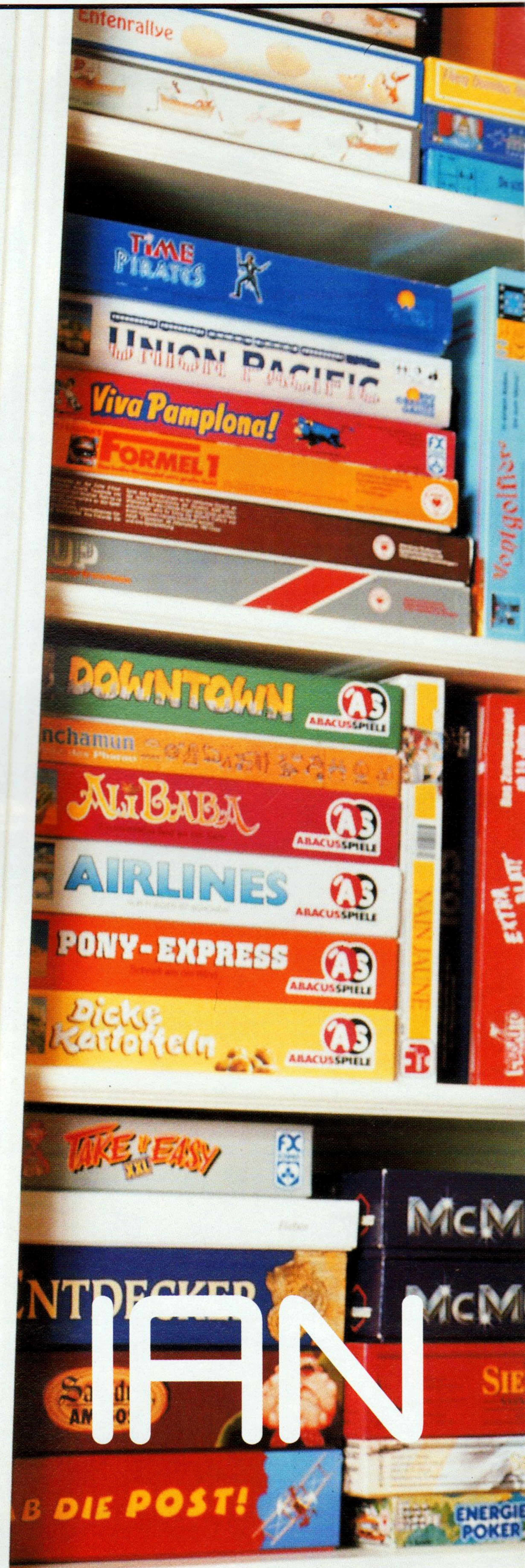
**“The *Fighting Fantasy* books were a massive success in Japan. They sold over three million copies there and we were mobbed during a publicity tour in '87! Now Japan is viewed as the home of the RPG...”**

Ian Livingstone started out in gaming before the ‘video’ part of it had been invented, founding the Games Workshop chain and *White Dwarf* magazine back in the Seventies. With his hugely innovative series of *Fighting Fantasy* novels, he can lay claim to inventing the RPG genre as we know it. Now he’s Executive Chairman of Brit publishing giants Eidos, home to Lara Croft among many others. Verily, this man bleeds games.

In 1991, Ian Livingstone decided to take a year off. He’d been working constantly on pushing new ideas and projects since the inception of Games Workshop in 1975 and he wanted to enjoy spending some of the money he’d made from selling over 14 million *Fighting Fantasy* books worldwide during the Eighties. Yet every activity he turned to for relaxation ended up becoming a game in itself.

He tried sailing – and came away with the Nine-Man Dingy World Championship trophy after teaming up with round-the-world skipper Lawrie Smith. Then he found himself caught in a storm in the Bay of Biscay, “I nearly died. My friend Mike was navigating and he had this panic attack which sent him completely wacko. We had to tie him down in his bunk, just at the moment a force nine gale hit. The only other crew were non-sailors and I ended up lashed to the wheel as forty foot high waves slammed over the boat.” Years of creating fantasy adventures, and then a real-life role-play. “After that, everything seems pretty simple in life.”

Time off proving too dangerous, Ian returned to games and became excited by the potential of electronic entertainment. Purchasing a stake in developer Domark in 1993, “just as the 16 bit market was crashing,” he soon found himself installed as Managing Director, merging with Eidos and floating on the stock market. Handily acquiring CentreGold soon after, the all-new Eidos







Ian Livingstone owns over 600 board games, neatly stacked and ordered with the zeal of the true obsessive.

# LIVINGSTONE





Interactive was born and their development studios such as Core (*Tomb Raider*) and Silicon Dreams (*UEFA Champions League*) began to come good in the PlayStation era. Now Livingstone prefers to keep his corporate duties to a minimum. His first priority is to oversee the many development projects currently under construction in the name of Eidos, as well as to put some of his own revolutionary new videogame ideas into practice on PlayStation 2 and beyond.

*Official PS2 Magazine* hooked up with Ian at his home in Barnes, South West London.

**When did your obsession with gaming begin and how did you turn it from what was initially a hobby into a profession?**

As a student I used to write for a fanzine called *Albion* which basically just covered war games. As a bored business studies student in the late Sixties I played all kinds of board games – *Diplomacy*, all

the *Avalon Hill* games, military battle games mostly. A group of schoolfriends shared the same interests, and three of us ended up living together in London in 1973.

As an outlet from our mundane jobs, Steve Jackson, John Peake and myself set up Games Workshop in 1975. For the first three months we produced traditional wooden backgammon boards and things like that, just to get us started. I suppose our next plan was to distribute and publicise the type of wargames we had been playing regularly.

**It's difficult to believe, but back then, the fantasy genre as we know it didn't really exist. How did you move from wargames into the fantasy realm for which Games Workshop is renowned?**

I used to read loads and loads of science fiction books and whatever fantasy books I could get my hands on. After founding the Workshop, we created

**Livingstone made a fortune writing *Fighting Fantasy* Gamebooks, but was careful not to blow it all on fast cars.**

this little newsletter called *Owl & Weasel*, and with my marketing background, we decided to send one to everyone we knew in games in a vague attempt to drum up custom for the Workshop.

One of the recipients was a guy called Gary Gygax who had just invented *Dungeons & Dragons*. He wrote back and asked us what we thought of his game. Steve and I had been playing *D&D* every waking moment so we told him we loved it, pooled all our spare cash and ordered six copies of the game. Off the back of that order, Gary Gygax gave us a three-year exclusive European distribution agreement for *D&D*. We didn't tell him that we were working out of a flat. We never realised that he was doing the same – all the major companies had turned down *D&D*.

**How important was *D&D* at the time?**

It was revolutionary. Firstly it was fantasy, and secondly it was role-playing. Games had previously



been very much contained within the board and suddenly here was not so much a game but a design-your-own-game kit. One player would sit out and create the adventure and the others would roll dice to determine characteristics. There was nothing like it, and it encouraged obsessives!

We dedicated issue six of *Owl & Weasel* to *D&D* and it started to take off via word of mouth.

#### So *Dungeons & Dragons* was the catalyst for Games Workshop?

Pretty much. Games Workshop was actually just a third floor apartment in Shepherd's Bush at this time but people would hang around on the street

## "The demographic had matured. What would they rather look at? A plumber, a hedgehog, or Lara's pert bottom?"

outside every Saturday looking for this store that didn't exist. Eventually we were slung out of that flat because the landlord got fed up with answering our phone calls. We decided to go for broke so we moved all the stock to my girlfriend's house while Steve and I attended a US convention called Gencon, held in Lake Geneva, Wisconsin, home of *D&D* publishers TSR. We signed up all these fledgling companies that were manufacturing their own role-playing games and miniatures and suddenly we had ourselves a full UK operation.

On return to London, we relaunched our distribution and mail-order business from the backroom of an estate agents. Meanwhile, we lived in a smelly transit van parked outside a squash club where we could go for a shit, a shower and a shave. We got good at squash by default.

#### As well as Games Workshop, you're also responsible for long-running fantasy gaming magazine *White Dwarf*. When did you find time to create it?

We opened our first Games Workshop store in 1977 in Hammersmith, and thankfully moved out of the van. I used to paste up *White Dwarf* in my bedroom, as well as writing and designing it along with Steve. We'd go to the printers and get these long strips of type-written copy which we'd glue together using cowgum. The place stank, but they were great days and I look back on them with fond memories.

#### You'd obviously kept the writing going alongside the entrepreneurial aspects of running a business, so how did you hit on the idea of the *Fighting Fantasy* Gamebooks?

*D&D* requires certain commitments to play – you need six players and someone to prepare the dungeon beforehand. We realised that there would be a limited number of people prepared to make this commitment, so one evening down the pub we formulated the idea of taking an element of role-play and fusing it with our other passions of books and science fiction.

The concept was fairly simple: the reader was the hero, he rolled the dice to determine basic stats and attempted to make efficient choices to guide him through a labyrinth of 400 numbered paragraphs. Penguin um'ed and ah'h'ed but eventually they gave us the green light to publish the first book in the series, *Warlock Of Firetop*

*Mountain*, written by Steve and I. It came out in 1982 and Penguin didn't really spend much money promoting the book but we gave it a boost in *White Dwarf* and its popularity spread through schools by word of mouth again. Eventually Penguin had to reprint 11 times in the space of just a month.

#### What are your favourite books in the series?

Probably *City Of Thieves* and *Deathtrap Dungeon*.

Obviously the *Fighting Fantasy* concept succeeded because it made the complex world of *D&D* accessible without diluting the feeling of

#### interactivity, but were you surprised at just how many copies were sold?

Yes. By 1984 these books were selling ridiculous numbers. *Deathtrap Dungeon*, the sixth in the series, sold about 400,000 copies in the UK alone – it wasn't as big as *Harry Potter* is now, but not far behind.

#### Their influence seems to be all over videogames these days...

The *Fighting Fantasy* books were a massive success in Japan. They sold over three million copies there and we were mobbed during a publicity tour in '87! Now Japan is viewed as the home of the RPG...

#### You've taken the opportunity at Eidos to make *Deathtrap Dungeon* into a videogame. Any chance of the other books taking on a digital form?

I'm reluctant to publish stuff based on my own work in case it's terrible or doesn't do the original justice. The books aren't in print any more in the UK, so I don't know if there'd be a particularly huge demand.

#### Do you think table top games still have a place in the digital age?

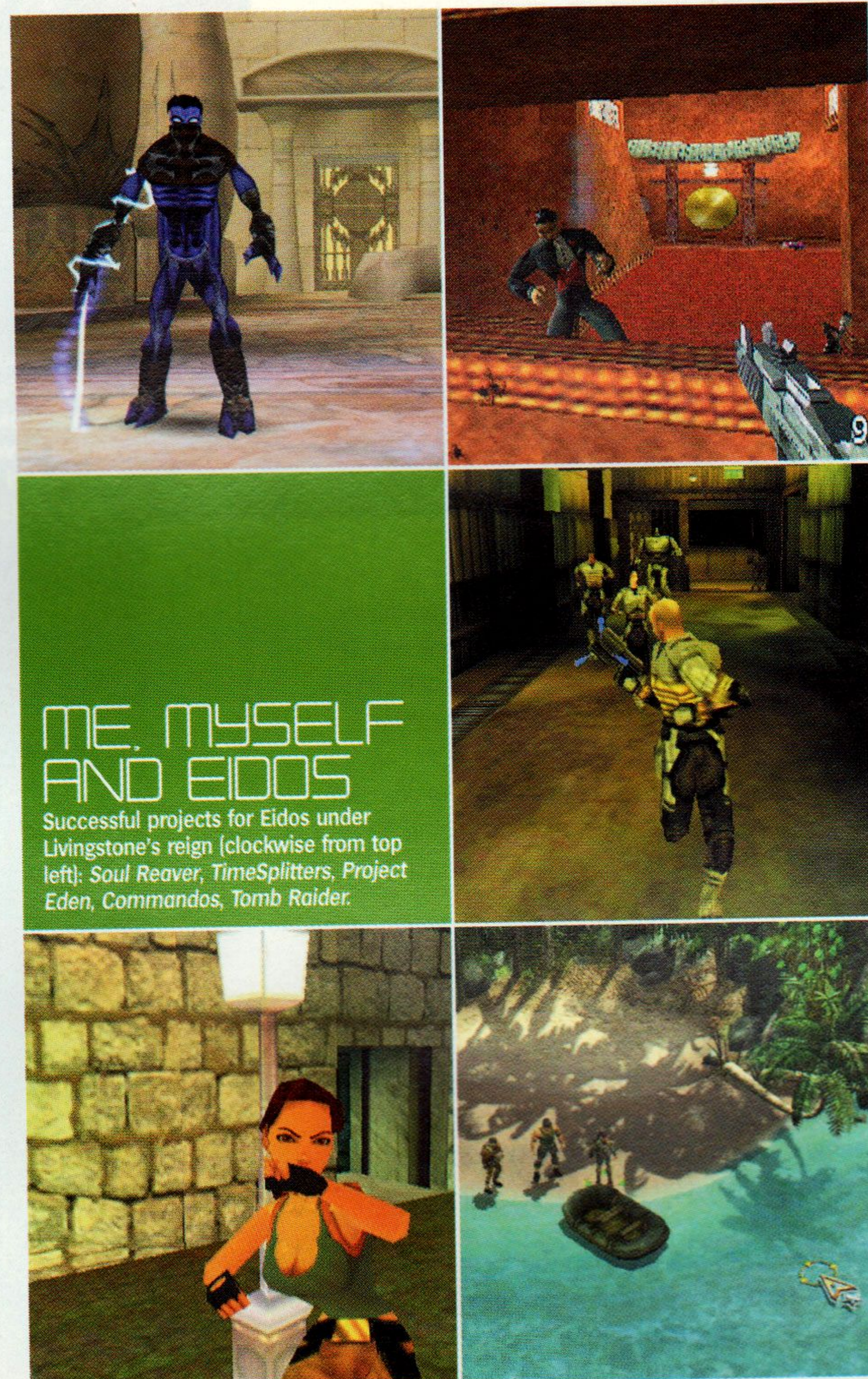
Sure. I've got three rooms in my house dedicated to games. One contains over 600 board games, another houses the computer games and the third is full of pinball tables and arcade machines. It's like eating – you don't want to have Italian food every day, sometimes you want Chinese or Thai.

Board games have that unique element of social interaction. There's nothing like stabbing someone in the back and watching them squirm in front of your eyes.

I've been running this thing called the 'games night club' since 1986 with virtually the same membership, which includes Steve Jackson, Peter Molyneux and Clive Robert from (PS2 developer) Deep Red. We get together every ten days and play board games. It's very tongue-in-cheek but I keep a league table and there's even a trophy given out every year for the overall winner.

#### What was your take on the rise of videogames through the late Seventies and Eighties?

I wasn't particularly interested until the graphics began to improve. I always felt the imagination was more powerful, especially for RPGs.



Having said that, my first foray into computer games was in 1985 when Domark approached me to write their launch game, *Eureka*, for Commodore 64 and Spectrum. It was an adventure game with a £25,000 reward for the first player to solve it. I had to program it in Budapest for secrecy reasons. My interest was kindled, and after I sold my stake in Games Workshop, I invested in Domark.

#### What are your day-to-day duties as Executive Chairman of Eidos?

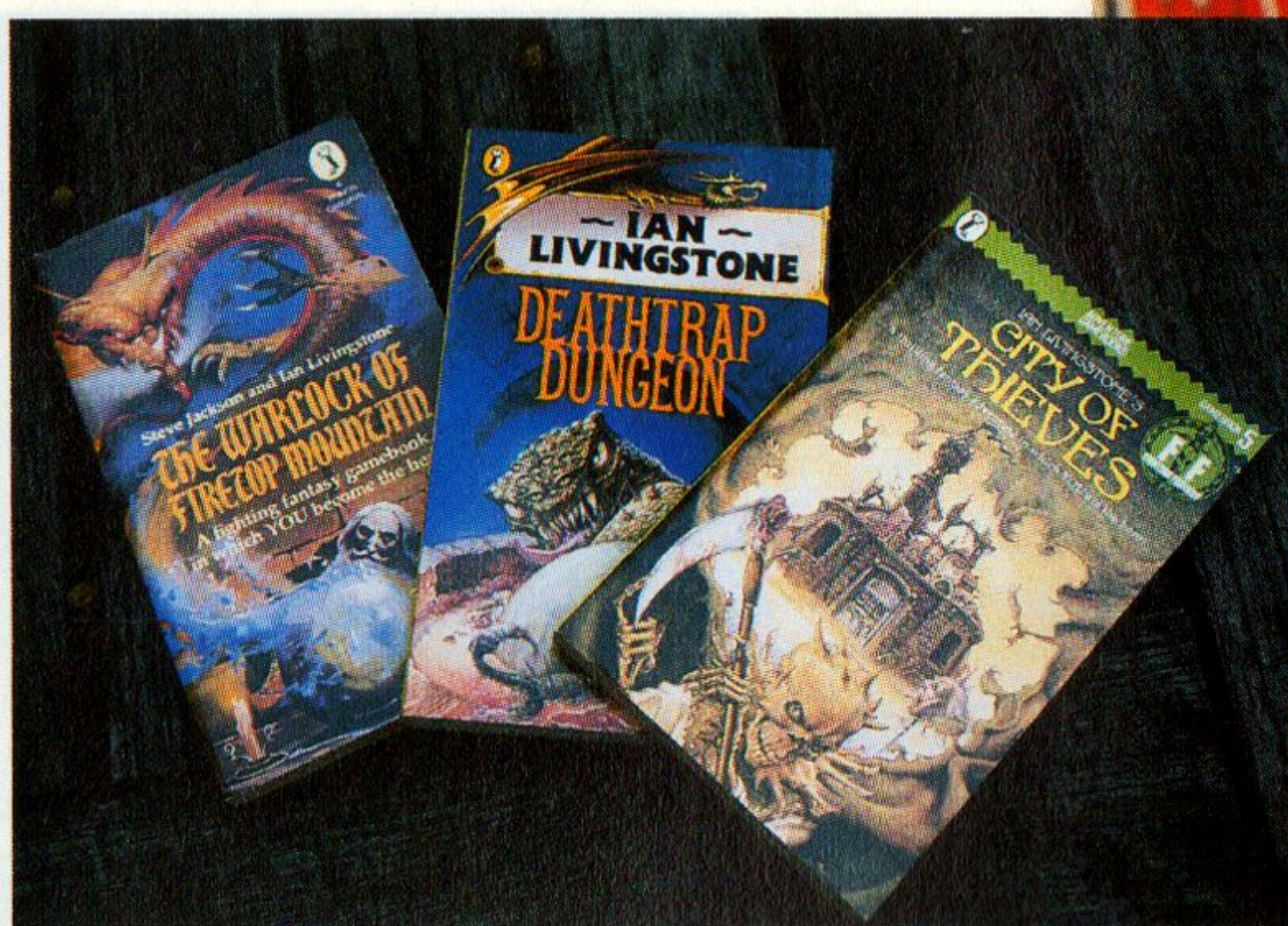
I've got certain responsibilities towards shareholders and meetings with fund managers to take care of, none of which are particularly exciting, but I spend as much time as possible on the creative side, overseeing new next generation game ideas or working on ideas of my own. Marketing people always try to get you make yesterday's games but my aim is to work on ever more original and challenging projects.

Not everything I've worked on has gone to number one, but I've been responsible for signing *Championship Manager* and *Commandos*. And it was my idea to do *Who Wants To Be A Millionaire*. You've got to be flexible as a publisher... Penguin Books can't do classics all the time.

#### Do you take responsibility for unleashing Lara on the world?

In 1996 I had to drive up to Derby in the snow when I didn't even know what Core was. But I met Jeremy Smith, he showed me around, and my attention was seized by this adventuress with a pair of pistols. Six months later, *Tomb Raider* was





Ian's favourite *Fighting Fantasy* Gamebooks (left) which have been translated into 23 different languages.



released. Nobody in the company had an inkling of how successful it could be but in hindsight it's not too difficult to figure it out. The games playing demographic had matured. What would they rather look at? A plumber, a hedgehog or Lara Croft's pert bottom? Of course, *Tomb Raider* was also a great game using some astounding technology and amazing graphics.

#### What do you think of the massive Lara Croft industry now?

It's a British trait to knock success and people have predictably begun to slate Lara Croft just because she's been around for a while. I think that means she's getting bigger and better. No-one bemoans the fact James Bond has been a successful film icon since 1960.

#### How involved are you with the forthcoming *Tomb Raider* movie and what do you think of the casting and scripting?

Eidos has an executive producer on the movie with the power of veto and Jeremy Smith (MD of Core Design) has been strict with the integrity of the intellectual property. Paramount has put over \$80 million dollars into it with a great scriptwriter and a fantastic director in Simon West. You could not get a better looking Lara than Angelina Jolie. She's a great actress, her English accent is amazing and she's got a body hand-carved by

## "PS2 allows you to take a cinematic approach to making games. You don't have to rely on moving blocks around"

God. Paramount is doing a great job with the film and it's going to be very different from other videogame movies. What's the point of ruining a property you've built up just for the ego-trip of seeing it made into a movie?

#### What do think of next generation Lara Croft from what you have seen so far?

The great thing about PS2 and the next generation consoles is that they allow you to take a more cinematic than abstract approach to making games. Puzzles and obstacles can be logical, you don't have to rely on moving blocks around and you don't have to teach people how to play the game because they know it already from their real-life experiences. If you look at TV, there's a parallel. People will always prefer watching reality-based programmes, whether they're about the weather or car chases. People want realism and this can now be reflected in videogames.

#### You've always been more involved with PC games than console games, but do you think PS2 is making distinctions such as this irrelevant?

As long as you can get a control mechanism that replaces the mouse! But yes, Eidos is producing a whole load of PlayStation 2 games that I definitely want to play – next generation *Tomb Raider*, *Herdy Gerdy* also from Core, *Soul Reaver 2*, *Commandos 2*... and I will play *TimeSplitters*!

The ability to save large game files on PC has been a determining factor before but that will change with PlayStation 2's Hard Disk Drive.

#### What are the most important future PS2 releases that you're involved with?

If we can get *Championship Manager* on PlayStation 2, that will definitely enter my realm. Otherwise, *Herdy Gerdy*, *Commandos 2* and next generation Lara.

### CURRICULUM VITAE

Name: Ian Livingstone  
Nationality: British  
Date of birth: 29/12/1949  
Birthplace: Manchester, England

1975-1991 Co-founder Games Workshop  
1977-1983 Founder/Editor *White Dwarf* magazine  
1982-1990 Author of *Fighting Fantasy* Gamebooks  
1985 Creator of *Eureka* (C64/Spectrum)  
1980-1993 Creator of *Judge Dredd*, *Battlecars*, *Boomtown*, *Automania*, *Ali Baba*, *Dragon Master* (board games), *Legend Of Zagor* (electronic fantasy game), *War Of Wizards* (interactive telephone game)  
1993-1995 Managing Director of Domark  
1995-now Executive Chairman of Eidos plc

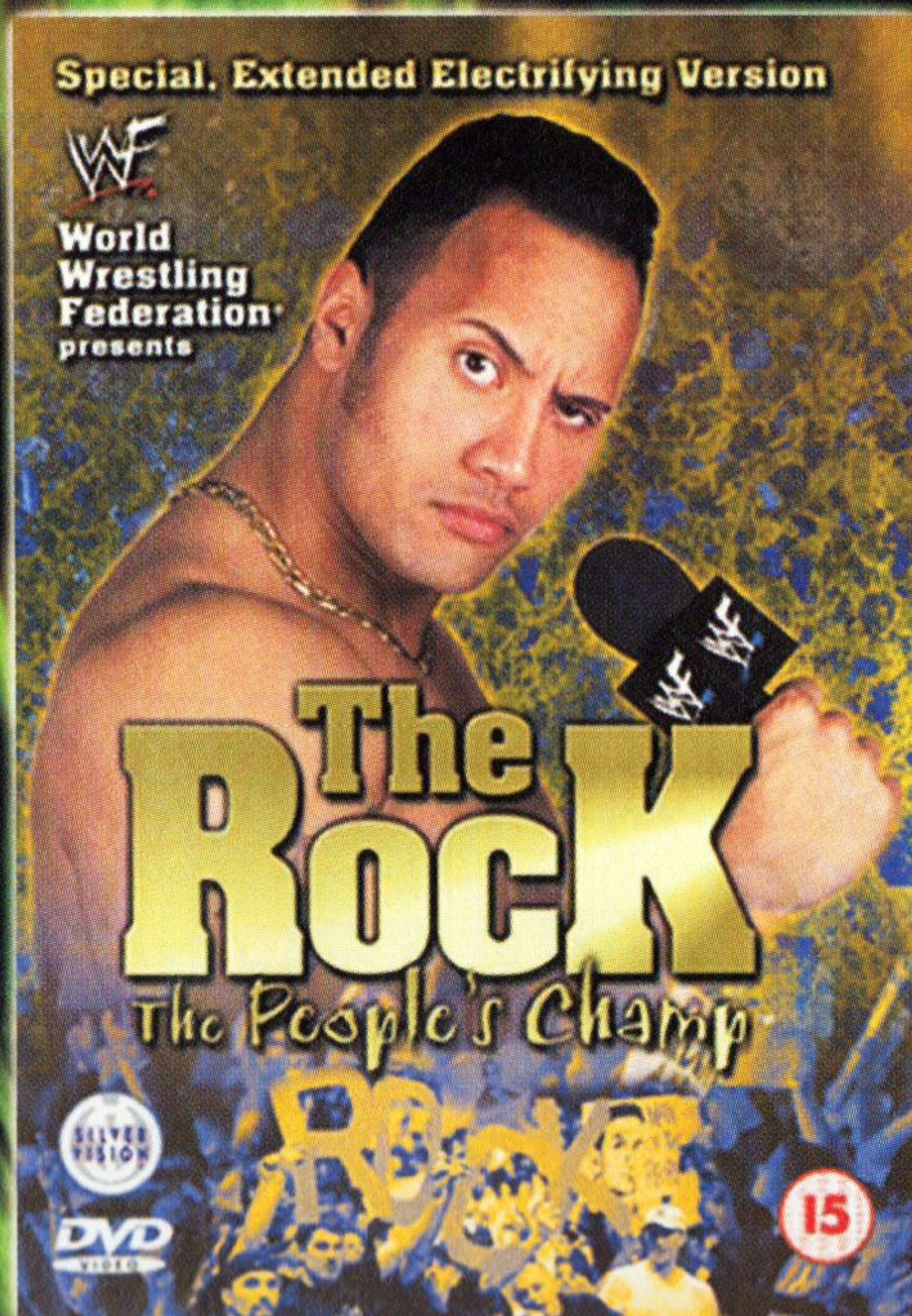
Hobbies: Board games, golf, pinball, travel, photography, Manchester City FC  
Favourite videogames: *Championship Manager*, *Commandos*  
Favourite films: *One Flew Over The Cuckoo's Nest*, *Saving Private Ryan*  
Favourite bands/musicians: Miles Davis, Cream, The Stone Roses, Frank Zappa

#### Are you trying to get any of your own ideas into development at the moment?

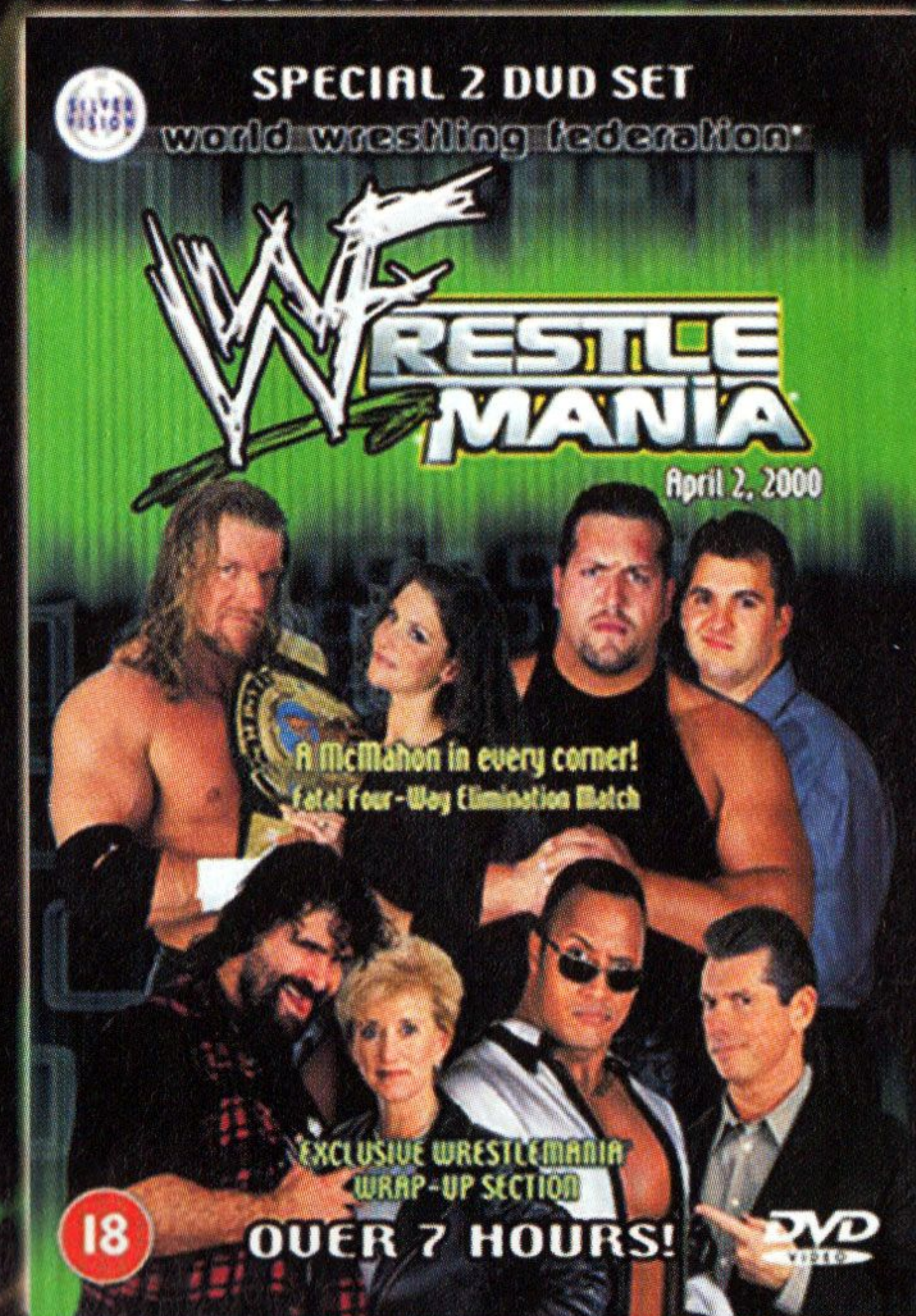
I've got three designs I've been working on but I'm afraid I can't tell you what they are because if I did you could guarantee someone's going to rip me off! Personally, I think they're pretty unique ideas. What I can tell you is that I'm looking into the concept of real-world simulations – I know this seems a bit far removed from my fantasy and science fiction background but we've all got to move on at some point. □



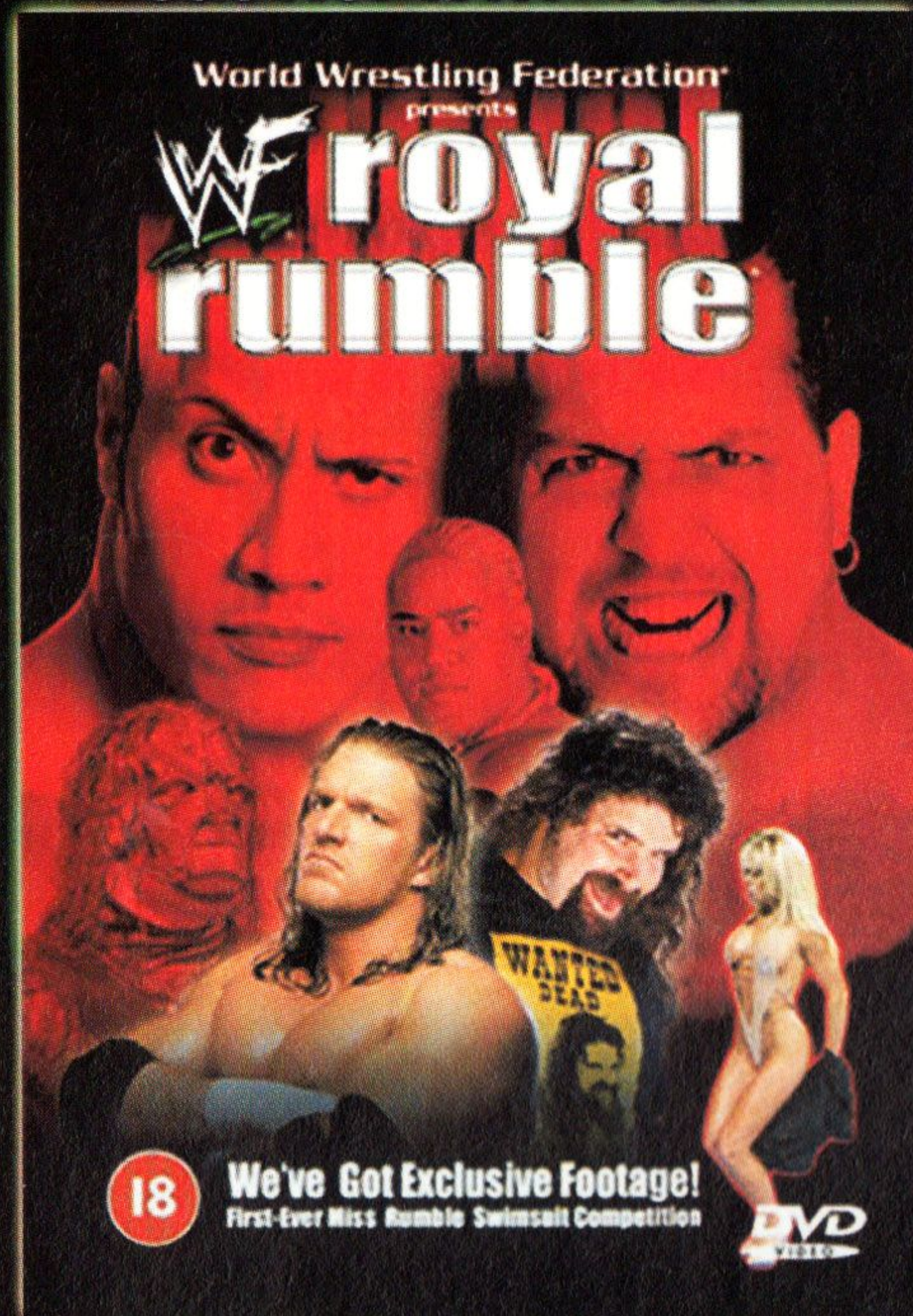
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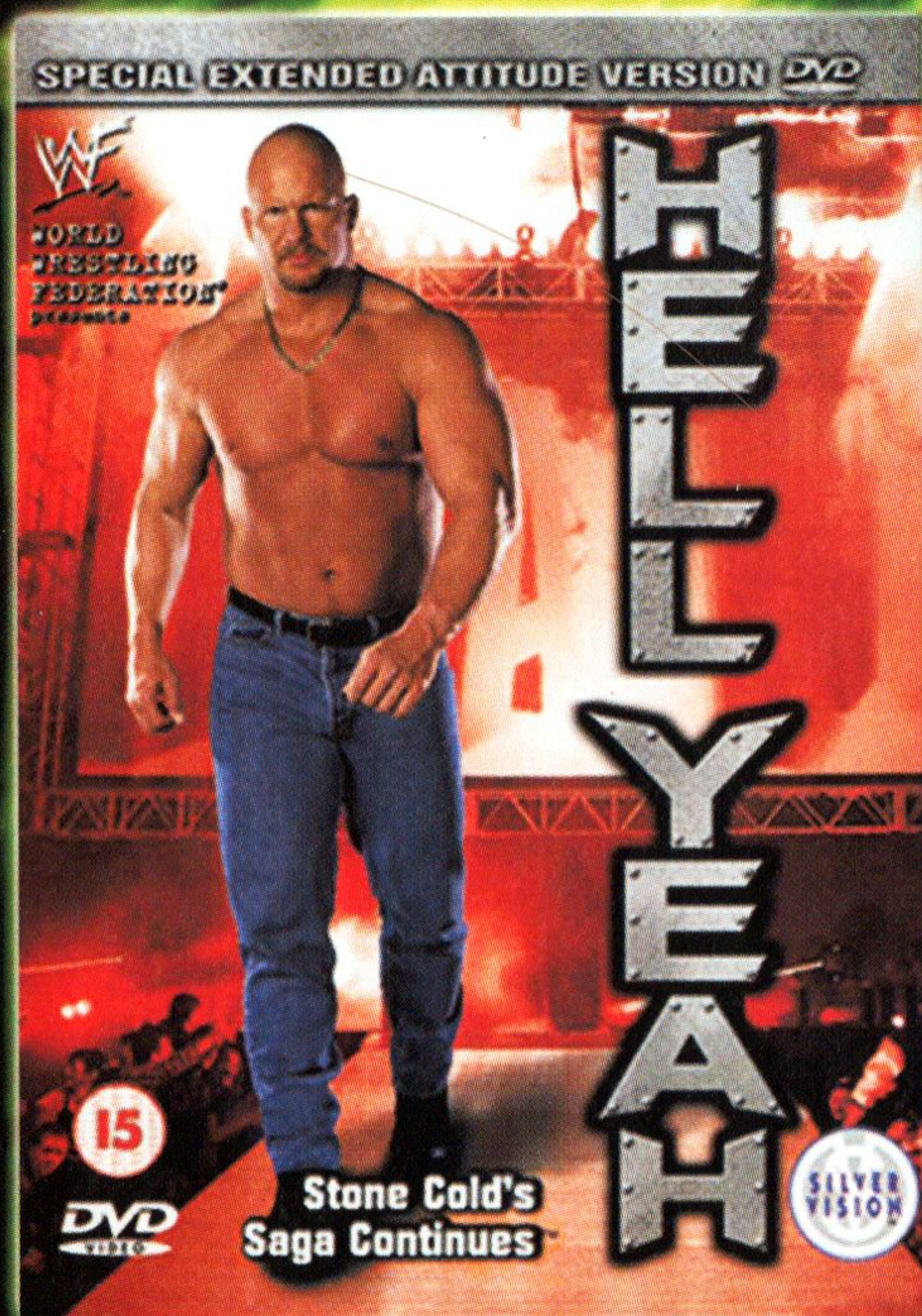
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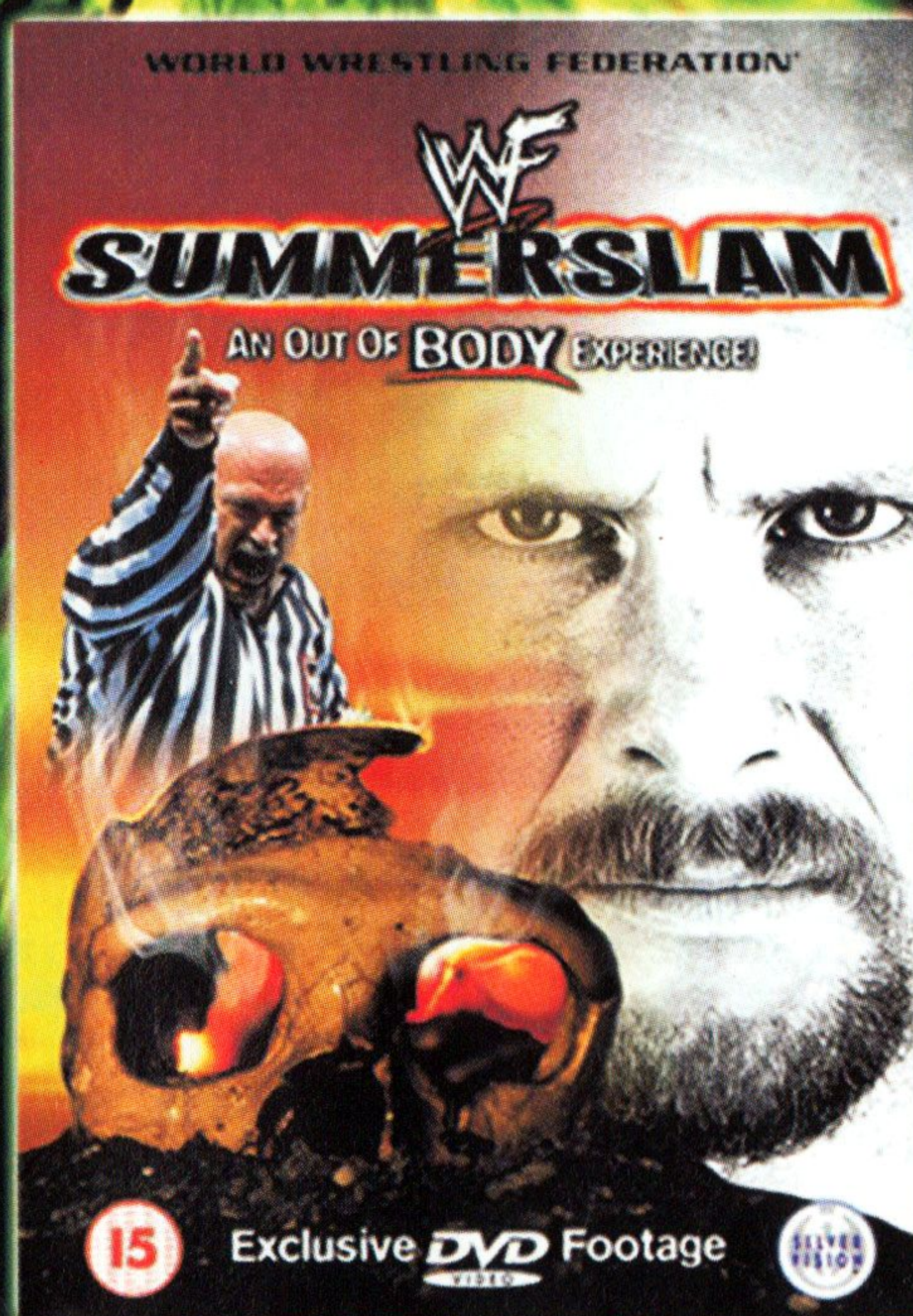
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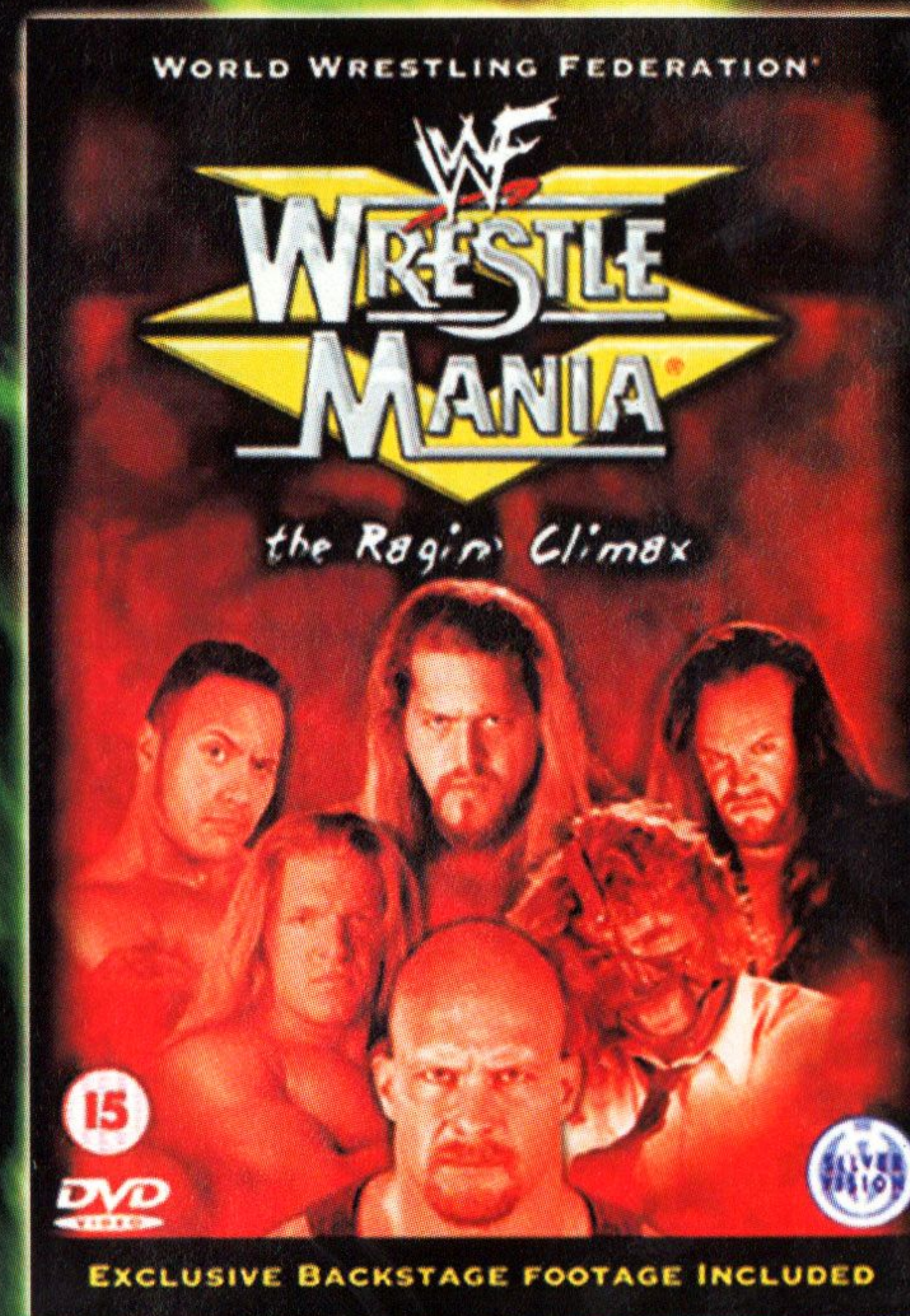
# INTERACTIVE



Cat No. WWF 1002



Cat No. WWF 1003



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For further information about DVD or video releases write to:

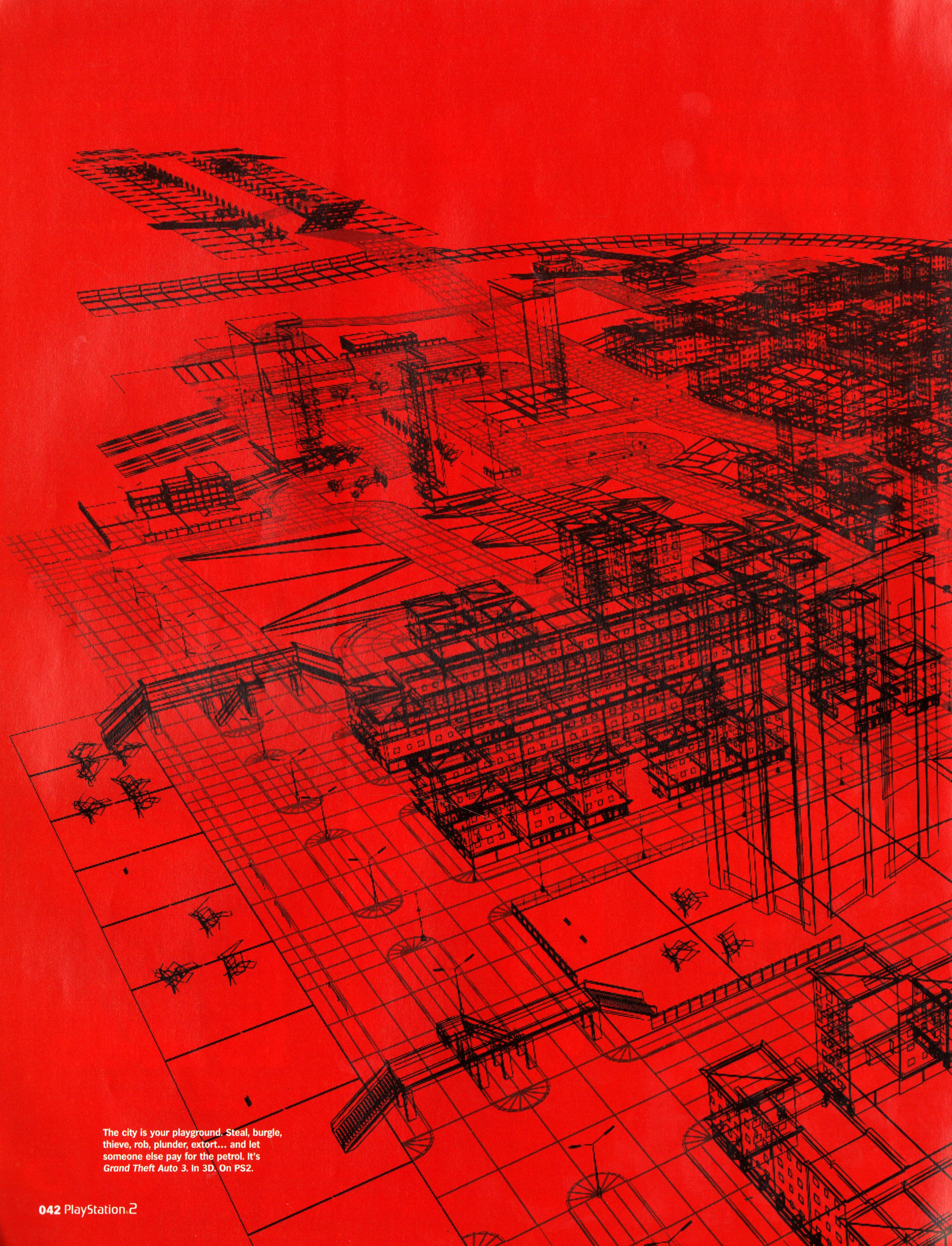
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# PlayStation®2

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# SPY

EDITED BY JAMIE SEFTON

## headliners

- PS2 launches in the USA → p47
- Are the French taking over? → p48
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- Titanium Angels → p57
- A Room With A PS2 → p60
- Robert Pires kicks ISS → p66



The Getaway will allow gamers to pull off some amazing Sweeney-style stunts.

## LONDON MASSINE

Exclusive behind-the-scenes news on the urban, driving action adventure *The Getaway*.

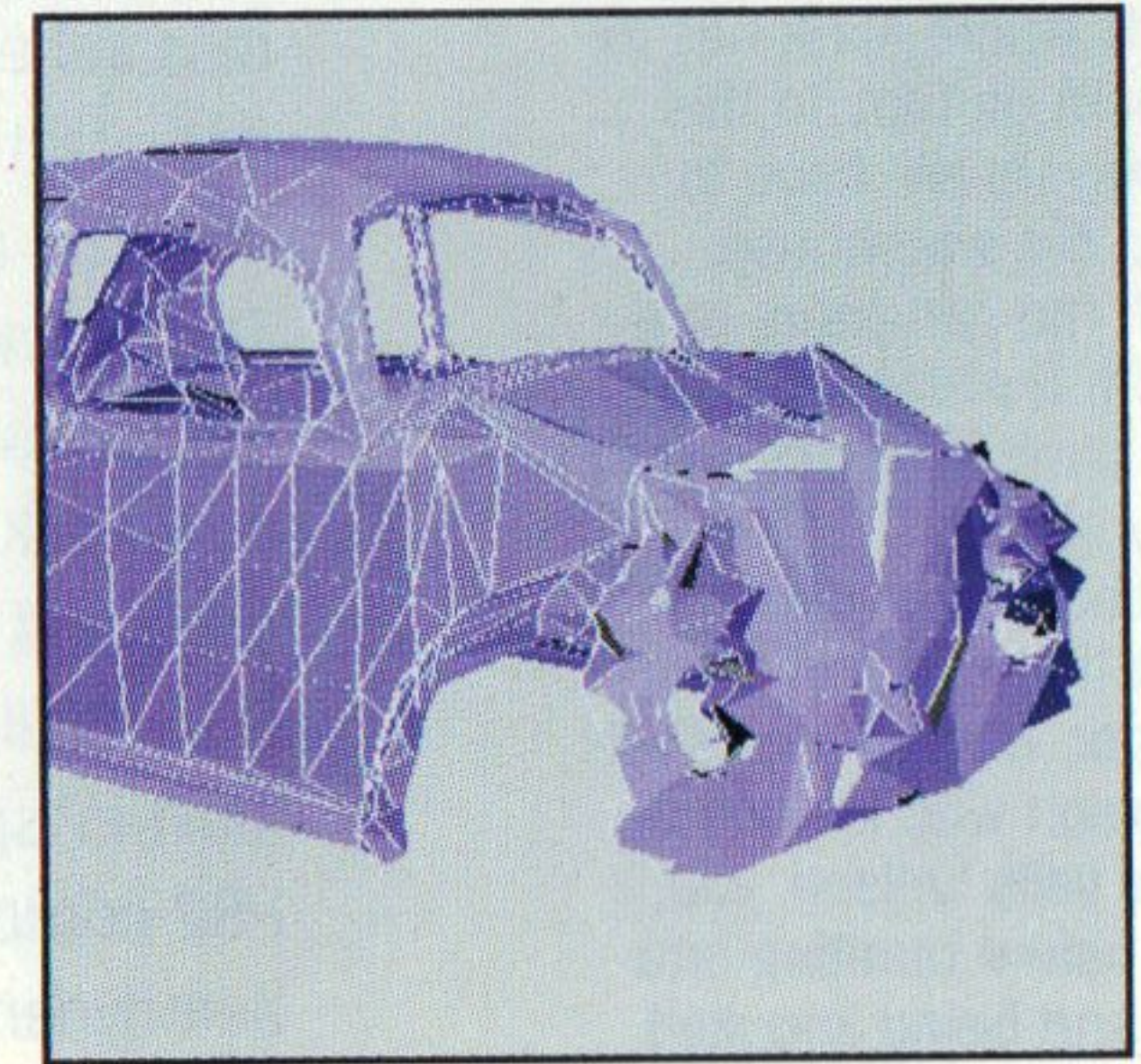
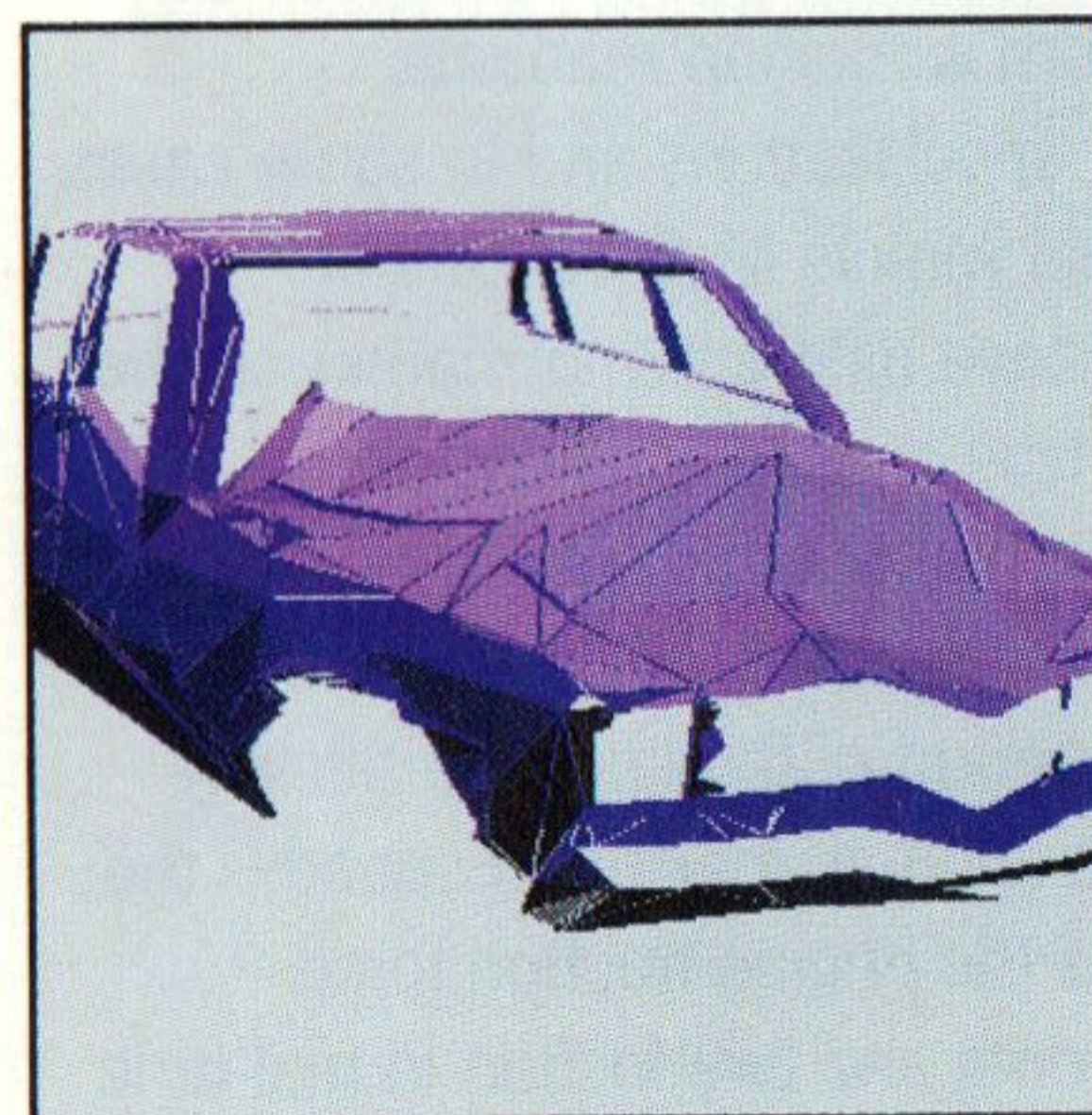
**AS THE HYPERBOLE** continues to grow exponentially for the upcoming *Gran Turismo 3*, another corner of the mighty SCEE are working on a driving game that may even surpass the achievements of Kazunori Yamauchi's supercharged masterpiece.

OPS2 has been given exclusive access to the programming collective behind *The Getaway* – a realistic and brutal driving game set in the vice-ridden streets of London's underworld. Players advance through 24 missions following the interweaving story line of two extremely different characters – a professional criminal and a cynical police detective – both desperately chasing a

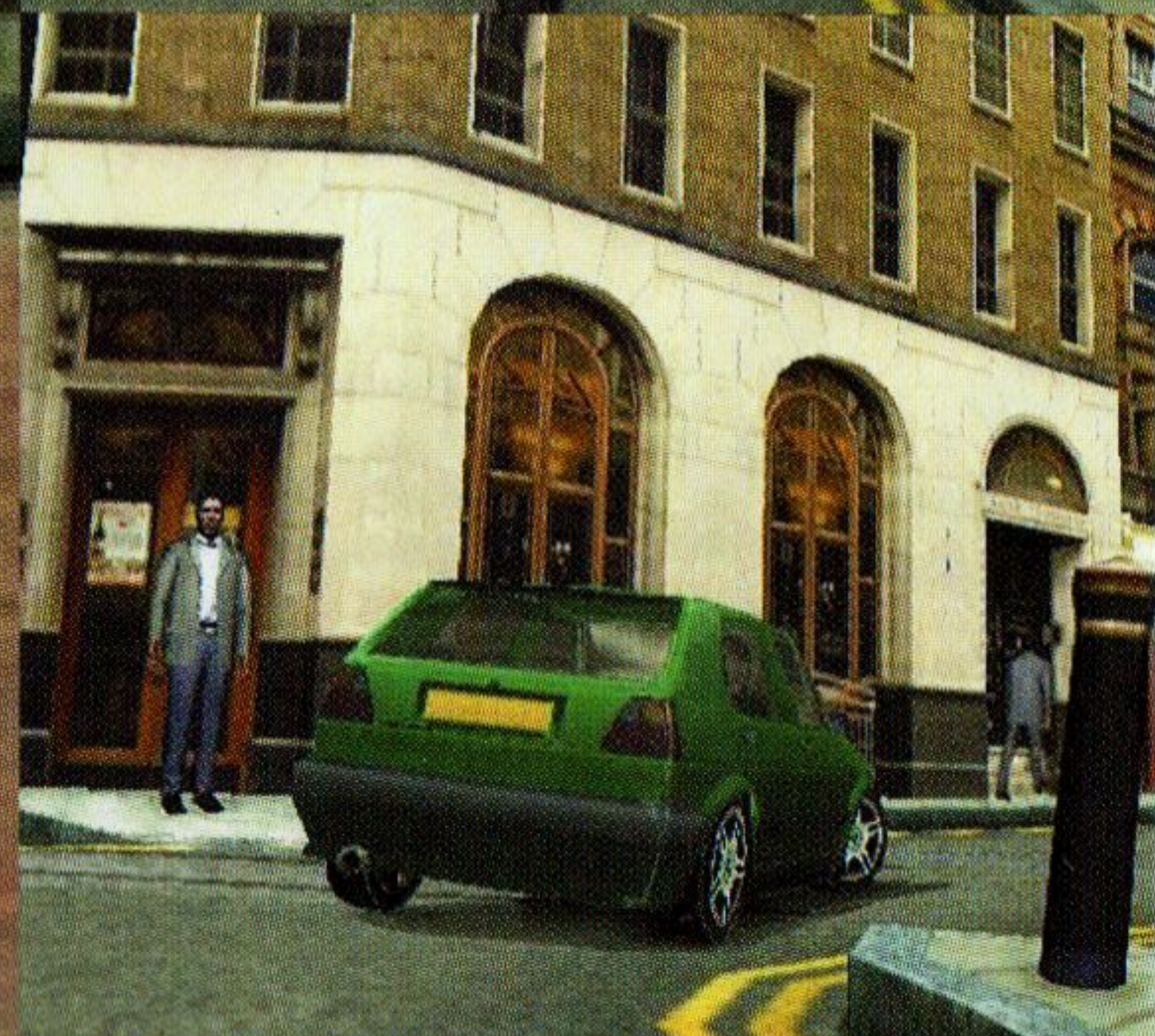
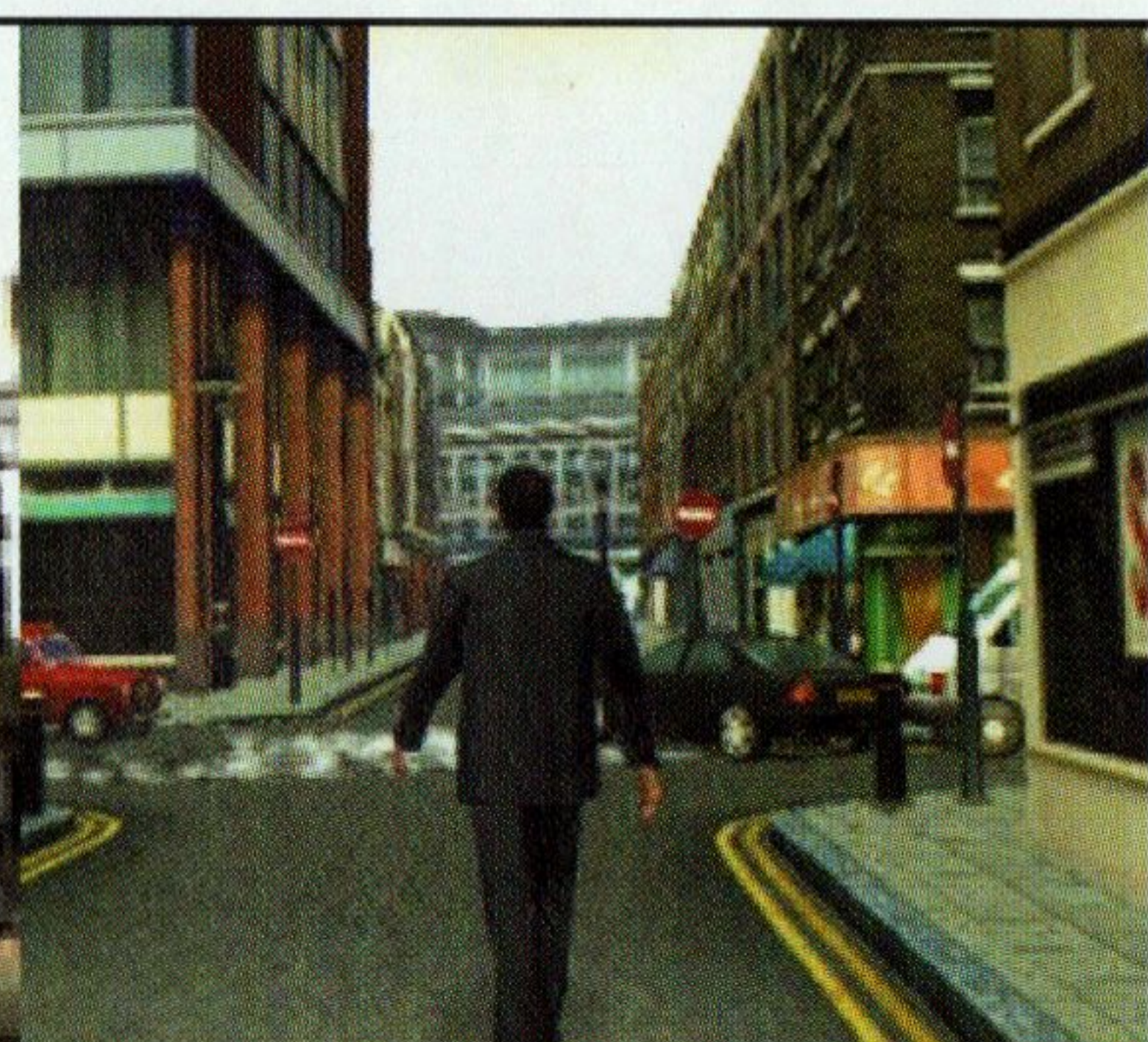
gangland boss to find the whereabouts of an unfortunate kidnap victim.

SCEE's Team Soho is currently painstakingly constructing over 50 square kilometres of near photo-realistic central London, so PS2 gamers will be able to explore areas such as Trafalgar Square, China Town, Mayfair and even Shoreditch in the East End – either by car or on foot. Players will feel immersed in a complete, virtual London, packed with pedestrians, other drivers, over 50 cars to steal, as well as buildings to explore varying from a flat in Covent Garden to the HMS Belfast.

Javier Carrion is a classic car enthusiast and programmer working on the in-game car







## THE FIRST MISSION

OPS2 reveals *The Getaway's* opening action sequence.

This description of the game's opening action gives an excellent idea of the kind of gritty, Brit Gangster atmosphere Team Soho are trying to create with *The Getaway*.

The game begins with gangland boss Charlie Jolson kidnapping bank robber Mark's young son Alex from their flat in Covent Garden and bundling him into a car. The objective of this level is to chase and keep up with the kidnappers by car – if Mark loses them, he may never see Alex alive again.

On joining the main Great Queen Street road, Sparky – the driver of the getaway vehicle – uses the width of the road to weave in and out of traffic as well as mounting the pavement to try and lose Mark's car. Intelligent computer AI has been created to keep players guessing as to which route the kidnapper's car will take. Charlie and his gang eventually abandon their kidnap car near a disused warehouse in Southwark, where Mark has to pursue them on foot. In this section, players will have to sneak into the warehouse, picking off the gangsters one-by-one with a pistol, making sure they don't alert the rest of the unruly mob.

The sequence ends with Mark arriving at the office on the second floor, where he can see Charlie Jolson with his son on his lap. He yells "Jolson, you bastard!", before bursting into the room and being knocked unconscious by a thug.

physics for *The Getaway* and is extremely excited by the work achieved so far. "We have very accurate car damage, besides the compulsory scratches and sparks. We're working on actual real-time bodywork destruction, so the wings of the car are going to get crushed according to the force of an impact and all the different car materials such as plastic and glass will deform differently."

Carrion is determined that the player will feel that they are pulling off spectacular stunts and chases in an actual car, "We're doing the kind of computer crash test simulations that big car companies do on their supercomputers. Damage will affect handling, so you may see the car pulling to one side or wheels that block when you hit a pavement." As for the handling of the vehicles, the team are working hard on creating a realistic and unique feel to every car. "A Jaguar will steer differently to a Mercedes Benz and rear wheels don't have to follow the same path as the front wheels – in fact they never do if cornering. Now with the PS2, we have the blessing of analogue buttons, so we can accurately model the throttle and brake. All these things give more control to the player."

The car models have been painstakingly researched from workshop manuals, manufacturer specifications and in some cases, from the actual vehicle itself. All cars in *The Getaway* have different information on the transmission type, engine, suspension, bodywork material, whether they're rear or front drive and even the quality of the tyres. Carrion is particularly proud of the lack of artificially 'built-in' specs such as maximum speed – the PS2 computes the engine traction force, aerodynamic drag and tyre friction in real-time producing a car that performs exactly as it does in real life. "The Jaguar XJ6 no longer has an assumed maximum speed of 201 km/h, proving that the dynamics model is accurate."

When talking to Team Soho, you soon start to realise the staggering attention to detail that is being undertaken to make *The Getaway* the most immersing driving game ever. An 'evolving environment' means that if a street is wrecked by your car-jacking exploits, when you return on subsequent missions, workmen will be diligently repairing the damage. Special 'degradation parameters' have been included to simulate the fact that some vehicles are more worn than others – "Not all cars you find in the street are new," says Carrion with a mischievous grin.

Team Soho has also drafted in the talents of a film industry script writer and art director to give the game production standards more associated with Brit gangster films such as *Lock, Stock and Two Smoking Barrels*. Actors have been motion-captured and new facial animation technology will enable the programmers to create very realistic characters that will inhabit the seedy, urban backdrop of our nation's capital.

If Javier Carrion can drag himself away from restoring his vintage cars (the 1944 Willys Jeep is his favourite) SCE's *The Getaway* should be ram raiding into the shops late next year. □ JS



Team Soho are striving to produce the most realistic graphical representation of a city ever included in a videogame.

Check the car damage planned for *The Getaway*. The Carrera on the left is hit at 10mph while the Jag above is, well, done in.







American gamers get cosy waiting for their slice of PlayStation 2 action.



#### TALKING ABOUT NEXT GENERATION

**Rob Gehr, punter in line at Metreon on 25 October:** "The only reason I'm in line is because of *Madden* – I bought the game already. All I need now is the system..."

**Marjorie L Revah, independent game retailer:** "Sony has fallen short on the right quantities of Memory Cards, Dual Shocks and any other peripheral that bear the official Sony brand name."

**Janelle Hudak, passer by in a rush:** "Are you in line for Bee Gees tickets?"

## PLAYSTATION 2: REBORN IN THE USA

The USA goes crazy for Sony's next generation console.

**NORMALLY IT'S JAPAN** that sees long lines of videogame nuts huddling outside stores in sleeping bags. However, on 26 October videogaming reached fever pitch in the US when the PlayStation 2 finally arrived at stores, creating a nationwide epidemic of panic buying.

Hardware units totalling 500,000 were shipped to 20,000 retail outlets across America – although Sony had originally hoped to ship out double that amount. The company's reason for this drop in number was that there had been a shortage of graphics chips required for the manufacture of consoles. However, the mainstream media wasted no time dubbing the shortage as a clever marketing ploy designed to attract publicity.

Whatever the case, such tactics paid off handsomely. Huge crowds assembled at around midnight on the day

before launch outside retail chains such as Software Etc, Fry's and Best Buy. Many even braved torrential rain – like the 500 punters who queued outside Sony's Metreon Centre in San Francisco. At 12.01am the company opened the doors to the building's built-in PlayStation store – the only one of its kind in the world. TV crews (including our lovely BBC) then jostled for the best view of the action as 23-year-old Paul Kivda ended his 28-hour stint and walked away with America's first PlayStation 2.

Compared with the original US PlayStation launch in September 1995 which saw just 100,000 units sold in the first weekend, Sony's PS2 rollout was a phenomenal success – easily the most successful hardware launch in history. SCEA has promised that 100,000 extra units will be available every week in the run-up to Christmas. □ **JB**

#### 28 LAUNCH GAMES WERE AVAILABLE ON 26 OCTOBER:

**Armored Core 2** (Agetec)  
**Dead or Alive 2: Hardcore** (Tecmo)  
**Dynasty Warriors 2** (Koei) / **ESPN Winter X-Games Snowboarding** (Konami)  
**Eternal Ring** (Agetec)  
**Evergrace** (Agetec)  
**Fantavision** (SCEA)  
**Gun Griffon Blaze** (Working Design) / **Kessen** (EA)  
**Madden NFL 2001** (EA)  
**Midnight Club** (Rockstar)  
**Moto GP** (Namco) / **NHL 2001** (EA) / **Orphen** (Activision)  
**Ready 2 Rumble Boxing: Round 2** (Midway)  
**Ridge Racer V** (Namco)  
**SSX** (EA Sports Big)  
**Silent Scope** (Konami)  
**Smuggler's Run** (Rockstar)  
**Street Fighter EX3** (Capcom)  
**Summoner** (THQ)  
**Swing Away Golf** (EA)  
**Tekken Tag Tournament** (Namco) / **TimeSplitters** (Eidos)  
**Unreal Tournament** (Infogrames)  
**Wild Wild Racing** (Interplay)  
**X-Squad** (EA) / **Q-Ball Billiards Master** (Take 2 Interactive)



#### BLUE LINES

**STOP PRESS!** As OPS2 goes to press, Capcom have confirmed that *Resident Evil: Code Veronica* will come to the PlayStation 2. It's out in Japan this March with new dialogue and visual. More next issue. »*Resi* creator Shinji Mikame has also been hard at work producing another survival horror adventure for Capcom. *Devil May Cry* began life as a *Resi* sequel, but took on a life of its own. More next month.



**Sky Odyssey** also gives pilots the chance to paint their planes in a range of gaudy colours.

## FLIGHTS OF FANCY

Chocks away with the aerial shenanigans of Sky Odyssey.

**THERE WERE RUMOURS** circulating on the Net that *Sky Odyssey*, SCEE's first PS2 airborne venture was dazzling. So, when OPS2 stumbled across an early code of high flying hi-jinks we sat down to play. And stayed there until the sun came up. And set. And came up again.

Although the game is months away from release and despite resembling an impressive PSone title rather than a PS2 game, *Sky Odyssey* already drowns you in gameplay and has had the

whole team excitedly rubbing their palms together – think *Driver* (kind of), but a 1,000 feet up. The pace is certainly slower and missions involve daring deeds on behalf of the law, but don't think for a minute this lessens the appeal.

If you're not clipping rooftops of Wild West settlements in a battle to catch an out of control train, you're darting through treacherous ravines avoiding rock falls or skimming across the crests of waves with the wind in your hair humming the

theme tune to *The Dam Busters*. The handling of every plane is excellent and OPS2's resident staff writer and avid amateur pilot Fitz claims they feel as close to the real thing as imaginable this side of a PC. There is still a considerable way to go before this title becomes available for review and graphical short cuts such as fogging need to be ironed out, but *Sky Odyssey* is already an entertaining game for any budding Biggles. Chocs, somewhat inevitably, away! □

## LIST

### FIVE PC games OPS2 wants to see on the PS2.

#### »Deus Ex



The PC first-person shoot-'em-up has surpassed itself with this magnificent involving story-led game. It can be described as every episode of *The X-Files* squeezed onto one disc, *Deus Ex* boasts tremendous character interaction, plot twists and futuristic weaponry to die for. **PS2: Yes, No or Maybe?** Maybe.

#### »Soldier Of Fortune



The second first-person shoot-'em-up on OPS2's wish list is definitely making the leap from big off-white box to sleek black box. As John Mullins you trot the globe on behalf of the USA eliminating terrorists and uncovering plots. The only game where you can shoot baddies then systematically remove all their twitching limbs with a sawn-off shotgun. **PS2: Yes, No or Maybe?** Yes.

#### »Quake III Arena



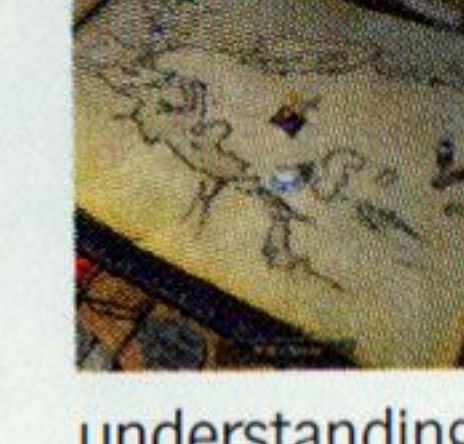
Yet another first-person shoot-'em-up, id's definitive deathmatch title is already well into development for the PS2. Featuring monstrous adversaries, oodles of visceral blood splattering and a guaranteed showing of the Big Weapons Are Good, Small Weapons Are Bad brigade, *Quake III* could capture *TimeSplitters*' flag. **PS2: Yes, No or Maybe?** Yes.

#### »Escape From Monkey Island



LucasArts has always been onto a winner with this classic point 'n' click series. More pirating, voodoo, curses and slapstick humour are promised in what looks to be a brilliant conversion of the fourth *Monkey Island* game. Expect to see glimpses of grog-influenced exploits, complete with Guybrush Threepwood and crew. **PS2: Yes, No or Maybe?** Maybe.

#### »Age of Empires 2: The Age of Kings



Coming to PS2 from Konami, build an empire, reign with benevolence, tolerance and understanding. Then, just when your utopia is thriving, maim the first born of every family and declare war on every kingdom in your vicinity. You are God, you build a world for your people to live and you take the consequences. It's about time. **PS2: Yes, No or Maybe?** Yes.

#### FIVE games that absolutely mustn't make it to the PS2.

**Saints Of Virtue** A teenager who uses the power of the Lord to combat his personal weaknesses.

**Wet Attack** Fly through space and get fresh with lots of ladies.

**Wizards & Warriors** Uninspired slop from the makers of *Orlac: Legend Of Kurbox* And *The Gnarly Wish Stick 3*.

**Deer Avenger 2** Get this! A 'deer' gets a gun, enters suburbia and 'avenges' other deers by mowing down the public.

**Deep Raider** A Lara lookalike dons flippers in a sub-aquatic stinker.





## NINE LA FRANCE!

Are Gallic publishers carving up the European market for themselves and should we care?

**CURRENTLY, THE TOP** four French developers: Infogrames, Ubi Soft, Titus and Cryo, are growing in power and, to the chagrin of many, are buying up former independent UK (and US) publishers and developers faster than the reigning Monopoly world champion. Former household names such as Virgin, Ocean, GT Interactive, Interplay, Accolade and Gremlin have all been swallowed. Then recent reports stated that Eidos, famed for their Lara Croft and *Championship Manager* titles, had staved off a takeover bid from Infogrames. So what's going on?

Nick Gibson, game analyst at Durlacher, one of the largest investors in the games industry, says the explanation is simple, "French investors are more enthusiastic about games companies than British investors. This enthusiasm leads to higher share prices for French games companies and therefore higher valuations." Hence, French companies are receiving more cash. UK investors, on the whole, are rather more conservative (sometimes plain ignorant) and are, one can only assume, being scared off by the recent collapse of many dot.com start-ups. Subsequently, says Gibson, the UK games companies' low valuations have left them targets for better equipped predators from France.

However, Jean Martial Lefranc, Chairman for Cryo, has an additional reason that many *OPS2* readers can sympathise with, "The problem is, 80 per cent of the games look the same and aim at the same hard core gamers. So 80 per cent of the product ends up losing money." Eric Caen, CEO of Titus, concurs, "To be successful, a videogame company needs great products, technology, art, sales, marketing and finance. If any of these are missing then the company slowly stalls and then disappears or," says Caen, "is absorbed by a more stable [French] one."

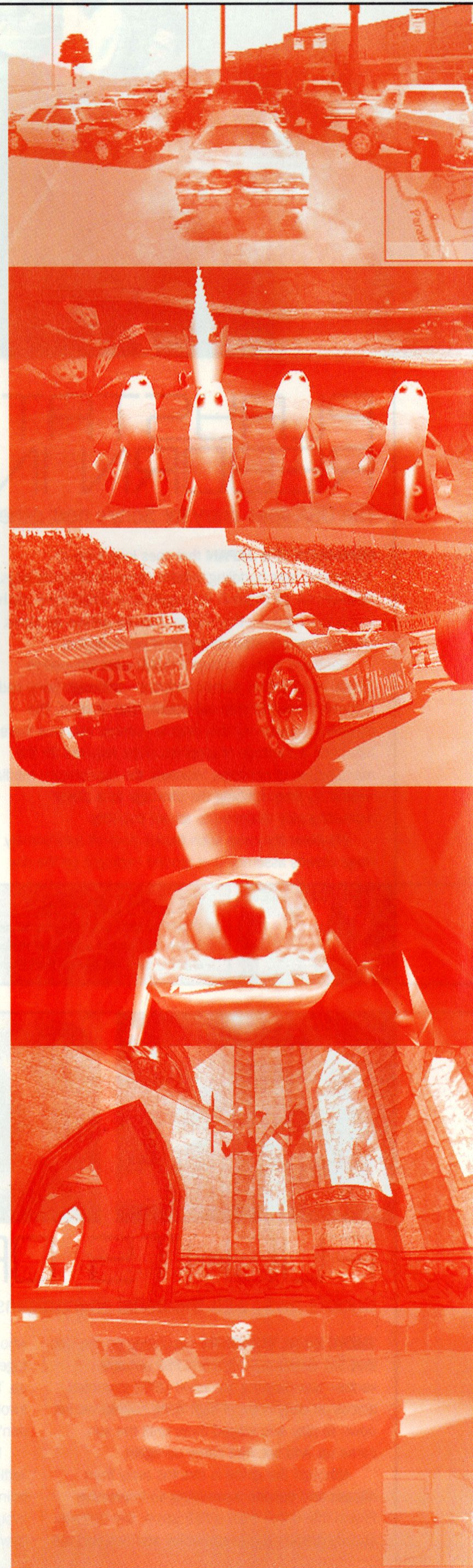
There is a body of opinion, however, that believes the UK acquisitions could have been avoided. Lionhead's boss, Peter Molyneux, takes the view that Eidos has done nothing wrong, "All they did was issue one profits warning and unfortunately the spotlight turned on them. In fact, I think they have quite a good line up with a new *Tomb Raider*, *Championship Manager*, *TimeSplitters* and *Startopia*," he says.

But do we really need an independent publishing entity? Germany gets on well without one, after all. Molyneux, however, is adamant, "It is crucial for us to have independent publishers because they tend to be the mouth-piece of UK developers. Also, a publisher based in a certain country will often invest in local talent. This means that British developers will find it harder to get a slice of the development budget that publishers have."

So what does the future hold for Eidos? They might be talking a good game but Infogrames are still in the hunt, at least according to Infogrames boss Bruno Bonnell. Bonnell told industry paper, CTW, "When we have discussions with companies we want to buy there are three criteria: the product line-up, that the people in the company share our vision and that it makes sense financially." His parting words, are possibly designed to put the shivers up the largest UK independent publisher. "Time is on our side," he says. **PAUL RIGBY**

FRENCH PUBLISHERS				
Publisher	TITUS	INFOGRAMES	CRYO	UBI SOFT
<b>Turnover</b>	4675 FF (£42.9m)	521.6m E (£314m)	360m FF (£33m)	320m FF (29.4m)
<b>Main Games</b>	<i>Stunt GP</i> , <i>Gun Griffon Blaze</i>	<i>Driver 2</i> , <i>Le Mans 24 Hours</i> , <i>Unreal Tournament</i>	<i>The Gift</i> , <i>Money Mad</i>	<i>F1 Racing Championship</i> , <i>Rayman Revolution</i>
<b>Bought out</b>	Virgin, Interplay, Digital Integration, Smart Dog	GT, Accolade, Gremlin, Beam, Ocean	Dreamcatcher	RedStorm

From *Driver 2* to *Rayman* and *F1 Racing Championship*, the French have got it covered





## gallery

A clutch of upcoming PS2 games given the vertical bar treatment.

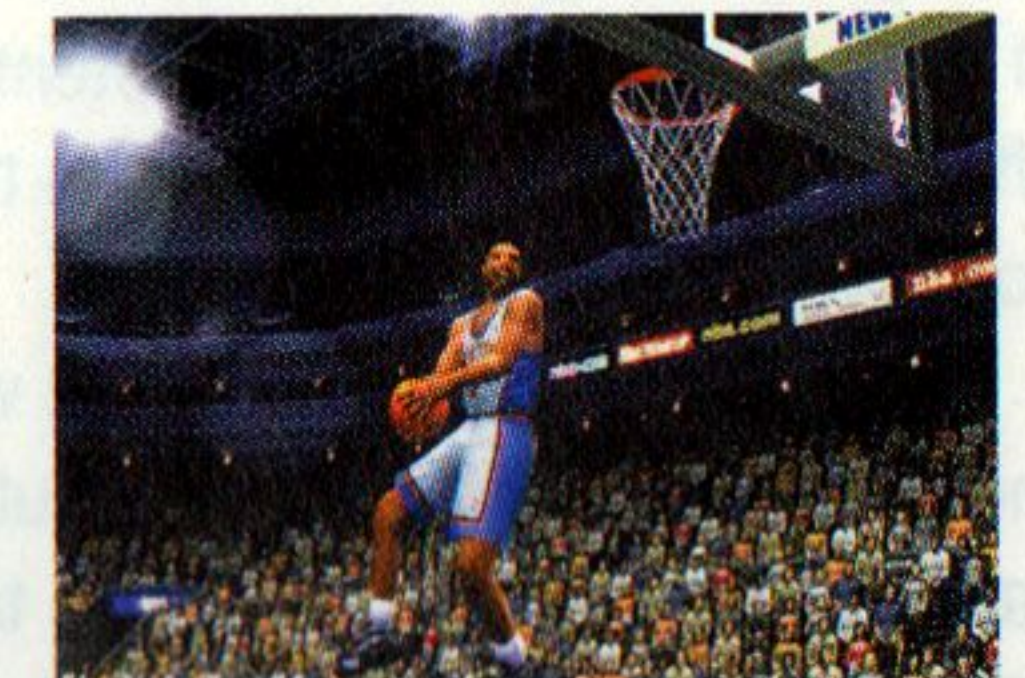


### ROBOT WARLORDS

Publisher: Kemco

Release date: January 2001

Mech nasties wage war on each other in this upcoming strategy game. The plot moves on board-like environments so sit back to watch the ensuing warfare in cinematic, real-time splendour.



### ESPN NBA 2 NIGHT

Publisher: Konami

Release date: Feb 2001

Near photo realistic, motion captured NBA ballers battle it out between the hoops in this officially licensed basketball game. All the big names you'd expect are present and correct.

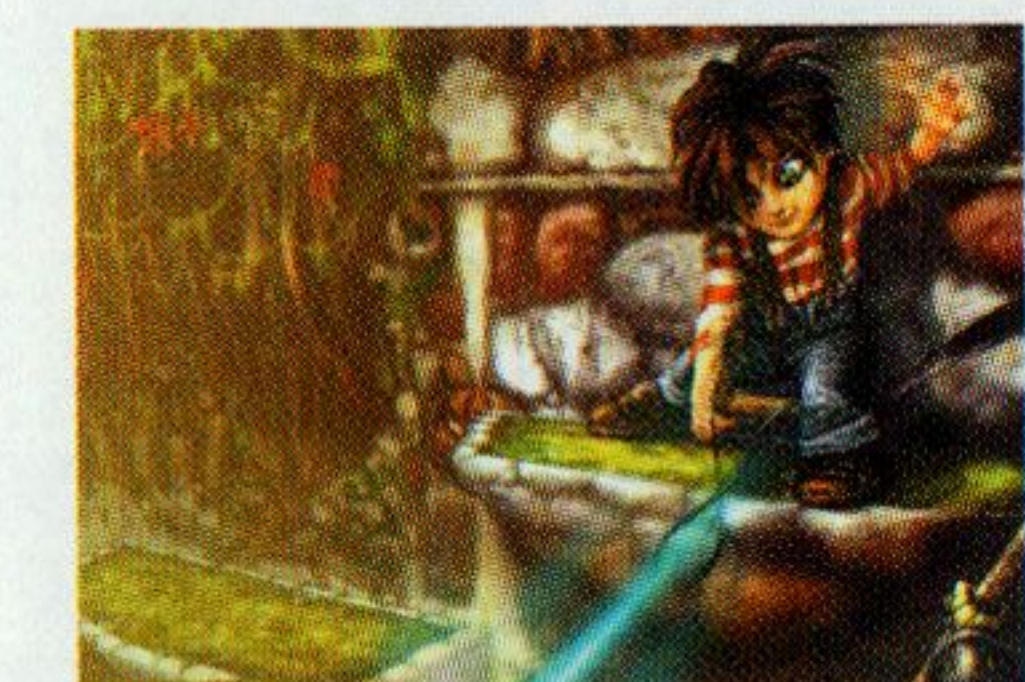


### KLONOA 2: LUNATEAR'S VEIL

Publisher: Namco

Release date: Autumn 2001

Klonoa's back and trying to save a dream-like world from cosmic imbalance. Cartoon graphics in this platformer set in a rendered 3D world that uses the PS2's power to subtle but telling effect.



### EVIL TWIN - CYPRIEN'S CHRONICLES

Publisher: Ubi Soft

Release date: TBA

Inspired by manga and horror movies, *Evil Twin* is a 3D adventure following a cartoon-obsessed orphan, magically transported to a shadowy world. Strategy and action with style.

# MARCHING INTO EUROPE

Silicon Dreams kick off on PS2 with *UEFA Champions League*.

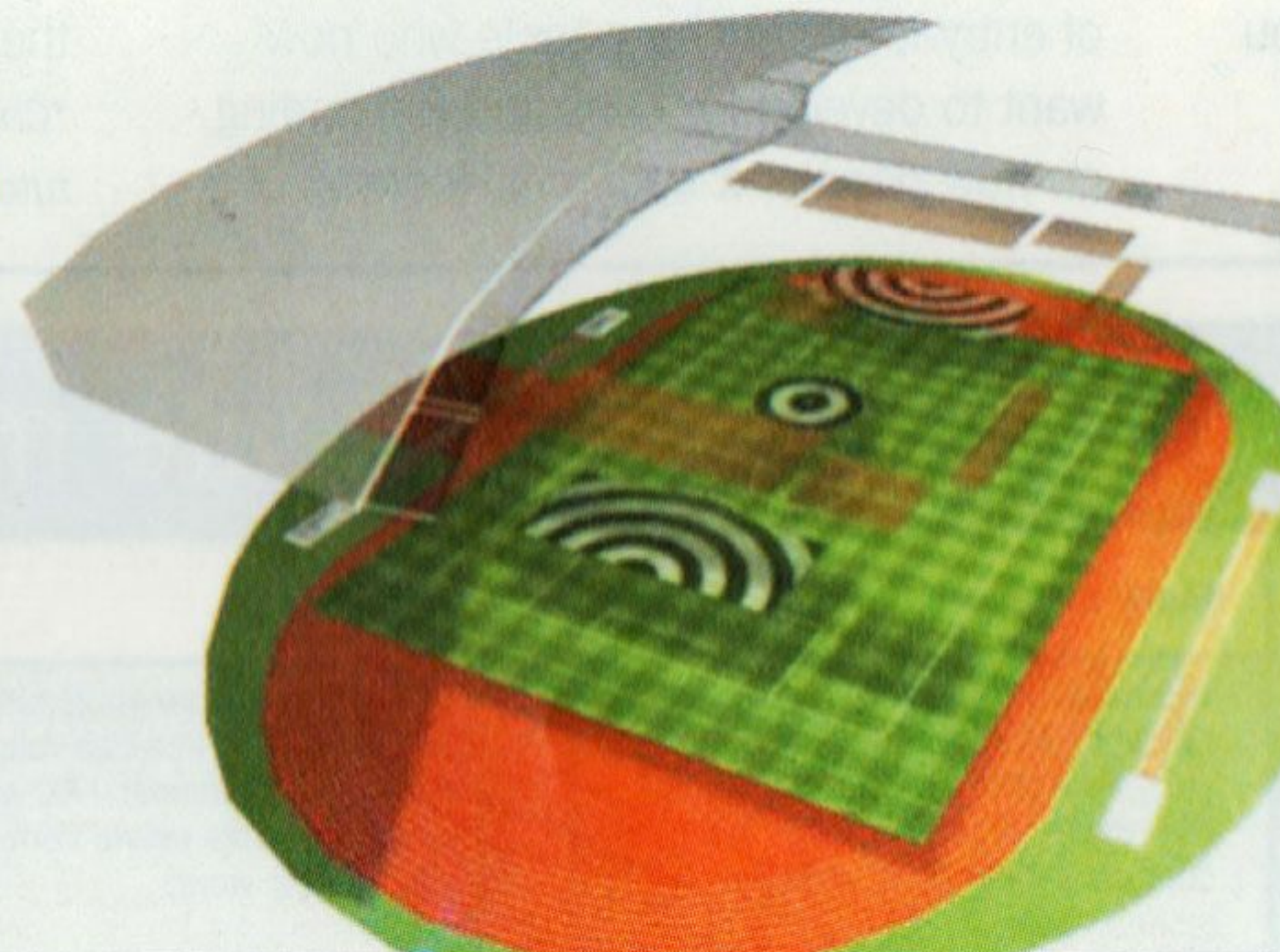
**THE PINNACLE** OF any football club is to take part in the Champions League – a competition featuring the cream of Europe with teams such as AC Milan, Barcelona, Ajax and Leeds United. Take 2 and Silicon Dreams have exclusively revealed their next generation celebration of this prestigious tournament to OPS2 and it's shaping up to be a FIFA-beater.

*UEFA Champions League 2001/2002* is aiming for the same detail and playability of the PSone version, but with the graphical whizz-bangs of the PlayStation 2. "It's been developed completely from scratch," explains David Rutter, Executive Producer at Silicon Dreams. "There are completely new libraries – everything from the fonts to the nets have had to be generated, so it truly is a new game." As it's the official licence, there'll be close attention to detail with accurate representations of the stadia, players and team strips. Which teams won't be known until the

end of the 2000/2001 season, although the omnipresent Manchester United look like a safe bet at the moment. "We'll have localised police and stewards – so you won't get British Bobbies overseas," says Rutter. "We are also including different styles of chanting, but unfortunately you'll not be able to make out what's being said – we don't want to offend people."

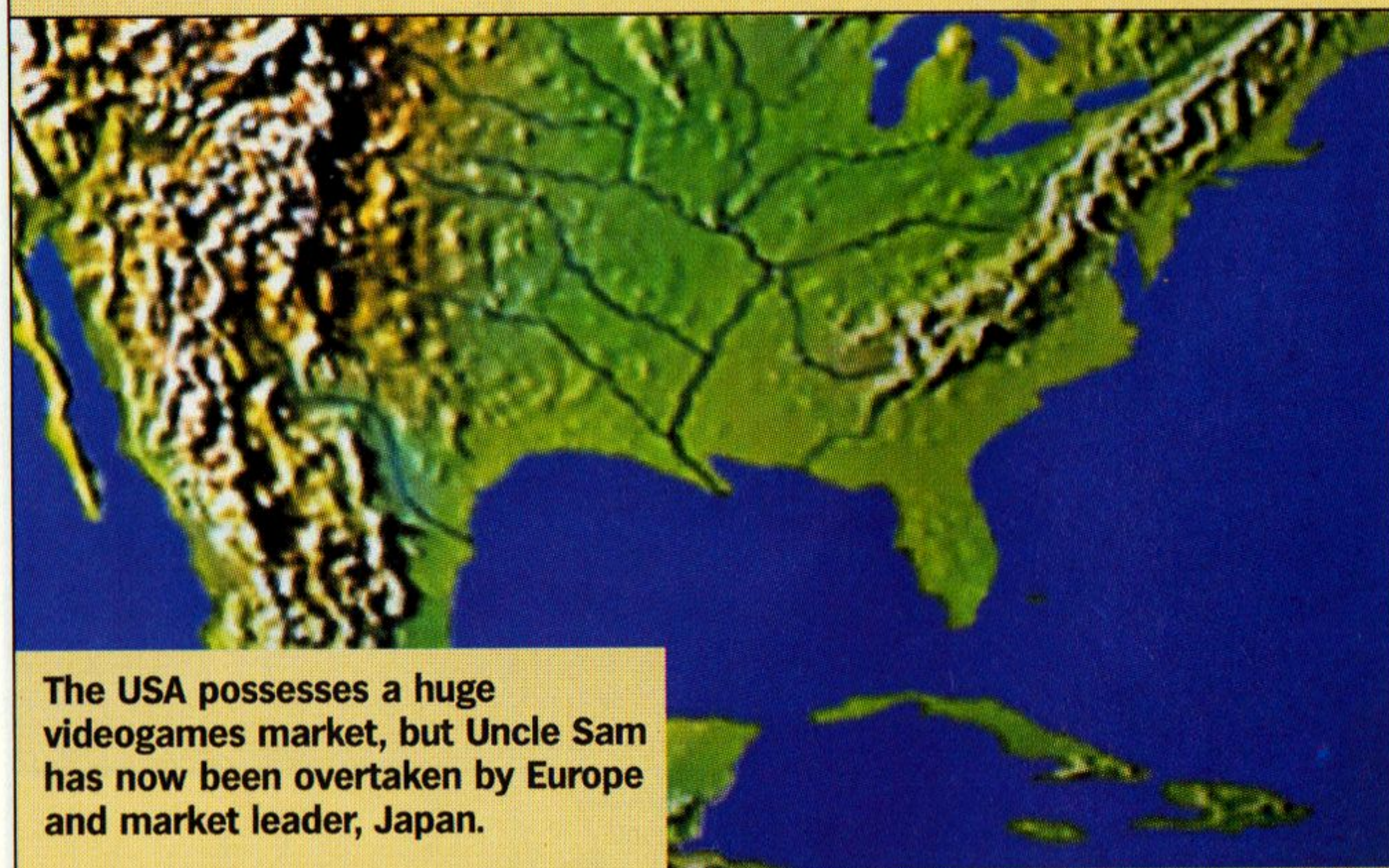
Recently, Silicon Dreams has been busy motion capturing various professional footballers for over 400 moves that will be hand animated to make sure everything is gameplay orientated – the most important aspect for Rutter and the team. "There's nothing like the sound your mate makes as his defence is split with a well timed through-ball. Beautiful," he explains with a certain relish. *UEFA Champions League 2001/2002* will have PS2 footie fans kicking their heels until the game's release through Take 2 around Christmas 2001. □ JS

Old rickety PSone stadia are being pulled down in favour of brand new PS2 versions.



## NEWS OF THE WORLD THIS MONTH: USA

VIDEOGAMING ON A GLOBAL SCALE



The USA possesses a huge videogames market, but Uncle Sam has now been overtaken by Europe and market leader, Japan.

### FIVE AMAZING FACTS ABOUT THE UNITED STATES OF AMERICA

1. The USA has a population of 275 million people.
2. One in ten Americans own a PSone.
3. The USA is home to 70% of the world's lawyers.
4. While 400,000 Americans still lack indoor plumbing, over half a million people managed to invest in a PlayStation 2 on 26 October.
5. Four out of ten Americans have never been to a dentist.

If you need any indication of just how in demand the PlayStation 2 is in America at the moment log on to web auction site eBay.com and do a search for the Sony machine. As the initial launch batch of US consoles quickly sold out to pre-booked orders and all-night shop doorway campers, bids on this site for PlayStation 2s regularly exceeded \$1,000 (£690). At the time OPS2 was going to press prices were still hovering at around twice their RRP, although a rash of prank bidding has confused and frustrated many of the US shoppers. □ JASON BROOKES

### The US's Most Wanted PlayStation 2 games

1. Madden NFL 2001
2. Gran Turismo 3
3. Dead or Alive 2: Hardcore
4. Metal Gear Solid 2: Sons Of Liberty
5. Tekken Tag Tournament
6. TimeSplitters
7. SSX
8. NFL Gameday 2001
9. Armored Core 2
10. NBA Live 2001

Chart source: Daily Radar US/PC Data (4/11/2000)

## BLUE LINES

PC smash, *Baldur's Gate 2* is due for release on the PS2 sometime next year » Taito's Japanese football game *Greatest Striker* is packaged with a PS2 microphone allowing gamers to shout and swear commands at their team » Tecmo's *Pokémon* rival, *Monster Rancher* is coming, allowing gamers to generate creatures by allowing the PS2 to read data from music CDs » *Legion: Legend of Excalibur* is a new RPG reportedly in development from Midway that takes its influences from the violent John Boorman film *Excalibur*.



# OK, COMPUTER?

Sony challenge PS2 classification as new games utility is unveiled.

**A STORM HAS DEVELOPED** between Sony and the European Commission over the tax category of the PlayStation 2. According to the *Financial Times*, the fact that the PS2 has been classed as a 'videogame player' rather than a computer by UK Customs and Excise means that each machine shipped to Europe could have a 2.2% trade levy slapped on it – computers receive no such trade levy. With 600,000 PS2s hitting the UK by next Easter, the effect of such a decision is huge, potentially affecting Sony's profits and even the console's street price.

Sony plan to fight the ruling, viewing the PS2 as a fully-fledged computer. "You can add a keyboard and mouse to the PS2 and eventually connect to the

Internet or use a Hard Disk Drive," said a Sony spokesperson. "We don't want to pass on this extra tax to the consumer – we'll fight vigorously to have the PS2 classed as a computer."

Almost to prove the point, Sony is extremely keen to show off its computer programming utility that comes free on the PS2 demo disc. *PlayStation BASIC* allows PS2 owners to make their own games and demos using the Dual Shock or with a standard keyboard. According to the Manager of Sony's technology group Mike Kavallierou, "A lot of games developers came from programming ZX Spectrums and Amigas. There's not a lot of entry-level stuff for people who now want to develop for consoles. Depending on how popular it becomes, there's

nothing to stop us taking USB modem support and putting up further tutorials and programs on our new Web site."

So is *PlayStation BASIC* just there to back-up Sony's arguments about the PS2 being a computer? Kavallierou disagrees: "This was purely technology-led. Rather than produce another demo, we thought we'd give something back to the core computer enthusiasts and Net Yaroze users – make *PlayStation BASIC* out-of-the-box programming, rather than the idea of having to buy extra equipment to get it up and running." Meanwhile, SCEE confirmed that the EC dispute would not disrupt its plans for the PS2 rollout in the UK. ☐ JS

\*Check out [www.playstation-basic.com](http://www.playstation-basic.com) for info, tutorials and more.







## BACK TO BASIC

From the PS2 demo disc, load up *PlayStation BASIC* and use your Dual Shock 2 to type in *OPS2's* fantastic old-skool 'game'...

```
10 PRINT "Hello. I am a
PlayStation 2. Please input your
name."
20 INPUT A$
30 PRINT "Thank you. Now input
an animal."
40 INPUT B$
50 PRINT "Thank you. Now input a
food."
60 INPUT C$
70 CLEAR SCREEN
80 PRINT "Ha ha ha! "A$," is a
" B$," who eats " C$
90 GOTO 80
```

**PlayStation BASIC** can be used to program games, utilities and hippy T-shirt designs.

## ORCS AHOY! Which RPGs will create magic on the PS2?

	Game premise	It's in the game	Beardy-weirdy factor?	Failure rating?	Hitting those shelves
 <b>Final Fantasy X &amp; XI</b>	The most successful RPG franchise in the world, violently yanking the genre away from annoying sub-Tolkien wizardry excesses into one comprised of a 21st Century techno sheen.	FFX appears to feature gorgeously-realised characters in a free-roaming 3D environment, whereas FFXI will be completely playable online from anywhere in the world.	<i>Dungeons &amp; Dragons</i> this is not. Shave the face fungus and insert any 22-sided dice lying around into a nearby hole.	Only a disaster bordering on the scale of the 1929 Wall Street Crash will prevent these games from being anything other than magnificent.	FFX isn't due in Japan until summer 2001, expect a full UK version Christmas of the same year. FFXI is even further away – sometime in 2002 is as concrete as release dates get for this.
 <b>Seven: The Cavalry of Molmorth</b>	Namco – famous for its driving games and beat-'em-ups – is donning a green velvet pointy hat to bring forth a stylish PS2 RPG.	Players take on the role of an inexperienced knight and must prevent ancient horned nasties returning to devour mankind. Features sharp 2D graphics that wowed gamers in <i>Jet Set Radio</i> .	With a name like 'Molmorth' in the title, this could stray into dodgy <i>Dungeons &amp; Dragons</i> territory. However Namco's arcade heritage should prevent a complete descent into 'bored'-game obscurity.	If the 'Rotation Battle System' involving your party of seven characters in a grid comprised of 15 squares, turns out to be as baffling as it sounds.	The game was apparently only 40% complete at the Tokyo Game Show in September, but Namco has promised this DVD-destined game will be out in Japan this December.
 <b>Ephemeral Fantasia</b>	The producer of Konami's sword-slashing <i>7 Blades</i> , Atsushi Horigami, turns up the volume on a bizarre musical RPG that has sections which can be played using the <i>Guitar Freaks</i> controller.	A guitar-strumming hero called Mouse has to free an island paradise from a <i>Groundhog Day</i> -style time loop. The game is played in real-time with some characters only available at certain times of the day or night.	<i>Ephemeral Fantasia's</i> use of the <i>Guitar Freaks</i> peripheral will add an axe-wielding rawk element to the RPG genre, unless it's played in a folk-singing-in-an-Arran-sweater-with-a-lute kind-of-way. Shudder.	If the in-game songs have been written by The Spinners and the guitar sections sound like Saxon when using the Dual Shock 2.	The Japanese are already enjoying the delights of this musical role-player – Britpop gamers will have to twiddle their plectrums until spring 2001 though.
 <b>Dark Cloud</b>	The main character, Toran, zips about on a floating island, taking on an evil kingdom that threatens his home. Incorporates a unique landscape creator which allows players to build their own magical 3D RPG world.	<i>Dark Cloud</i> has unbelievable lighting effects and silky character animation, including a terrifying genie. The ability to build houses, roads and other objects à la <i>Sim City</i> , then roam around them in 3D, is phenomenal.	Extremely low. There are all the classic elements of a videogame RPG – such as magic potions, hit points, swords and maps – but it's extremely accessible with a pick-up-and-play 'arcadey' feel to the controls.	If developer Level-5 don't manage to integrate the nifty level-building into a coherent story line.	PS2 owners will be slaving in anticipation for the game's release in the UK late next year. Oh yes.
 <b>Eternal Ring</b>	<i>Armored Core 2</i> developer From Software has created a plodding RPG with the only seriously challenge being the one to keep your eyelids from closing.	Cain Morgan is the moody main character who's on a good old-fashioned quest to track down magic stones used to power the Eternal Ring.	Features dragons – always a good sign of Beardy leanings – but the game has the ubiquitous PS2 first-person views and a simple user interface, avoiding accusations of it resembling a complicated nerd-fest.	If the UK version doesn't get a dramatic injection of excitement.	Currently underwhelming gamers in the Far East, but should turn up in this country during February 2001.
 <b>Orphen: Scion of Sorcery</b>	Based on a popular Japanese graphic novel and animation series, <i>Orphen</i> is an action RPG that dispels with boring statistics in favour of puzzle-solving, exploring, platforming and of course, fighting.	The Orphen in question is a bandanna-wearing, spiky-mulletted magician who, with a group of misfit mates, sets out on a mission to recover shattered pieces of a crystal egg on Chaos Island.	Magic spells and a multitude of mythical monsters ensure small tufts of ginger role-playing stubble.	The game received a slightly below-average score of just 4/10 in the premiere issue of <i>OPS2</i> . Developers Shade Inc need a rethink.	Now.
 <b>Summoner</b>	Developer Volition, that is currently impressing with previews of its first-person shooter <i>Red Faction</i> , direct its polygon-pushing skills in an RPG direction.	You play Joseph, who can summon hellish demons, but unleashes some that decimate his hometown. After promising never to dabble again, you must relent when an advancing army threaten the continent of Medeva.	Not a chance of Terry Pratchett-ness. This is a dark, brutal adventure with gruesome undead hybrids, awesome spells, skeletal catacombs and a vast, fully-realised 3D medieval world.	If the game remains as beautifully twisted and gnarled as first previews have shown, <i>Summoner</i> will be a <i>Final Fantasy</i> for serial killers.	Save those pennies until early 2001.  <small>*See the preview of <i>Summoner</i> on page 30.</small>
 <b>EverGrace</b>	A not-bad-looking RPG that has two characters on a quest (what else?) to discover why a strange crest/tattoo has appeared on the back of their right hands.	From Software's other PS2 RPG allows players to can equip, clothe and accessorise their character. <i>EverGrace</i> uses analogue fighting where the harder you press the Dual Shock 2 buttons, the harder your hit.	More action adventure than dice-throwing and hit-point scribbling.	If the characters and gameplay are as bland as the Japanese version appears to suggest.	Out in Japan, but pencilled in for a February 2001 release in the UK.



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SPY

The character artwork for *MDK2 Armageddon* is rendered in a style reminiscent of Marvel Comics legend Jack Kirby.

# DOG STAR

Murder and mirth in the twisted world of *MDK2 Armageddon*.

**IF EARTH'S ONLY DEFENCE** against a race of nasty aliens was a six-legged robotic dog, a deranged scientist and a reluctant hero in a skin-tight neoprene suit, you might be a little concerned. Don't be.

*MDK2 Armageddon* is a sublimely original third-person action adventure game with a tongue-in-cheek sense of humour and varied gameplay spread over ten huge stunning techno environments. The game has been brought to the PlayStation 2 by developer BioWare after the original MDK developers Shiny found themselves too busy with Bob the cherub in PC/PS2 game *Messiah*. BioWare are also busy prepping RPG *Baldur's Gate 2* and the *Star Wars* RPG for the PlayStation 2.

Each of the three characters has been designed to give the player a variety of gameplay experiences, so Max the mechanical canine is capable of shooting enemies with four guns simultaneously, whereas the pacifist Doctor Max has the ability to combine simple items to solve puzzles and dispose of baddies. However, gimp-lookalike Kurt the janitor is the game's star, having access to a bizarre

collection of state-of-the-art gadgets including a 'ribbon' parachute and hyper-accurate sniper rifle, allowing gamers to sneak around, zoom in and pick off baddies from distance.

Greg Zeschuk, co-executive producer of *MDK2* and President of BioWare, explained to *OPS2* how the game is even more impressive than previous incarnations on different formats, "We've made a number of changes throughout the game, enhancing the gameplay and modifying some of the puzzles that people found too challenging in previous versions. Plus, some of the benefits are due to the PS2 itself such as the much improved control that the Dual Shock 2 allows."

As these exclusive PS2 screenshots reveal, the team has been busy stuffing *MDK2* with gorgeous, multi-level environments sparkling with advanced lighting techniques from their 'Omen' graphics engine. Zeschuk also promises the PS2 version will include realistic object physics, scripted AI and, "a variety of strengths that are different from the other platforms - the proof is in the game!" *MDK2 Armageddon* is unleashed by Interplay in March 2001. □ JS

BioWare's action adventure has been given a stunning PS2 graphical overhaul.





# in japan

Edited by Max Everingham



"Tonight Matthew, I'm going to be..."

## OPPORTUNITY KNOCKS

Ever dreamed of being the next Kylie, Britney, Billie or, hell, Chesney? Japanese gamers now have a unique chance of pop stardom.

**THE LATEST IN** cutting edge Japanese arcade machines requires no skill in shooting, racing or flying, but being able to belt out a decent tune is a useful asset. For ¥800 (£5.15) you too can be a pop star. In your own mind, at least.

Recording Studio – or Reco Sta for short – is the ultimate one-stop custom CD burner for karaoke fans seeking fame or infamy. The roomy booth (perfect for two) could almost be a futuristic public videophone, if it weren't for the microphones and the anime-girl sign looming above. Choose your favourite pop song (or cheesiest for laughs) grab the mic, warble the tune and have a picture taken. In a mere 15 minutes, you'll have a guaranteed 'memorable' performance burnt onto a CD single, a plastic case and two stickers of you and your hapless partner's mug to slap on the cover. Brilliant.

If you're a karaoke fetishist, you won't want to miss this machine, although the chances of finding the latest Mogwai single to sing along to are slim so it helps if you're a Japanese pop fan. Once you've selected a song, a dodgy looking sound engineer waffles on prior to the performance and the dreadlocked chap even comments on how you sang as the data is transferred to the CD. How does it sound? Amazingly, the booth's doors and calibrated microphone sensitivity cut out the surrounding arcade noise so the recording quality is fine. The less said about the singing, the better.

You've got to hand it to the genius who came up with the idea – it's the perfect evolution of the *Print-Club* machine phenomenon. You now have the chance to be permanently haunted by a tonally challenged partner's performance, or indeed your own. □

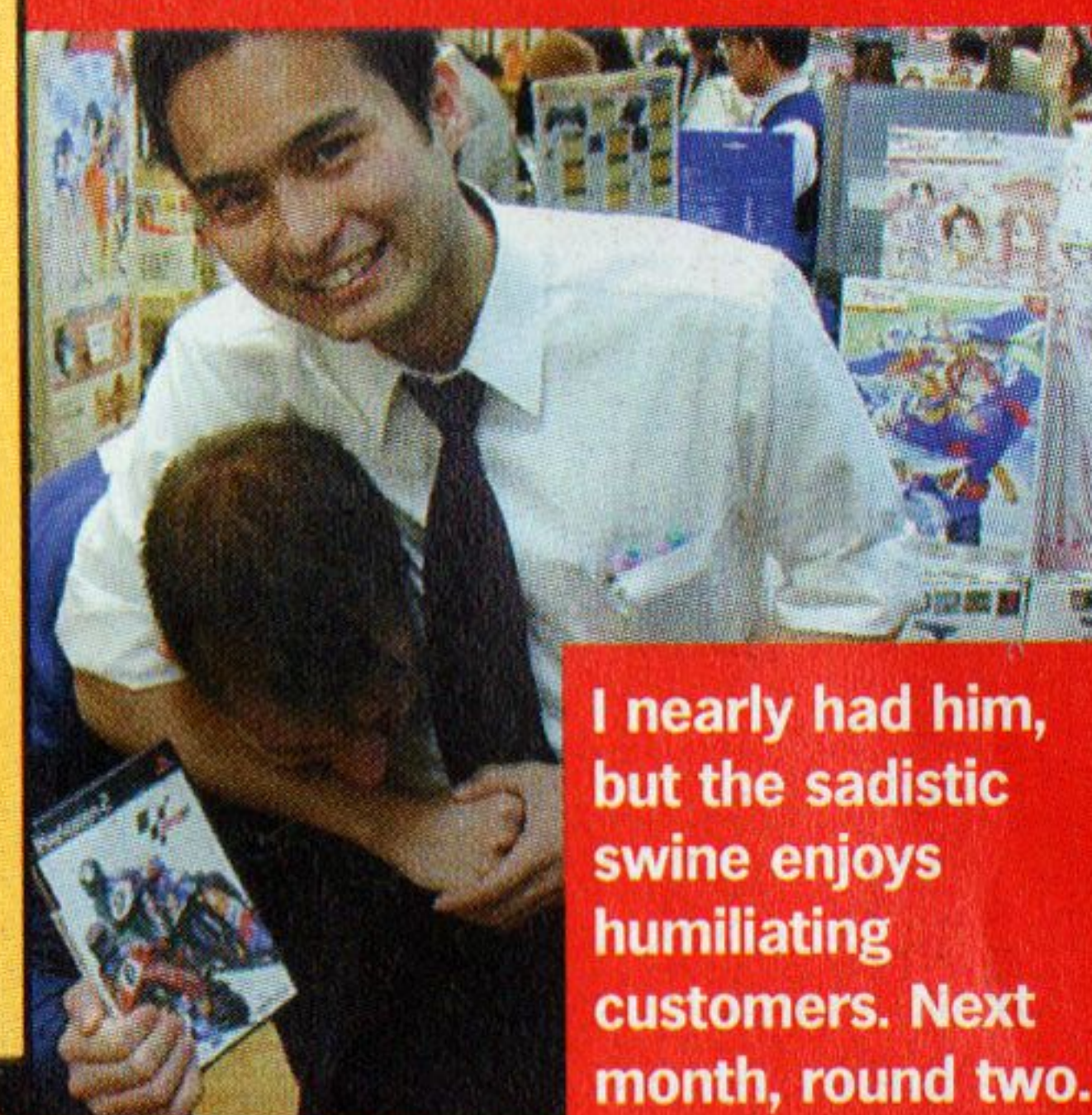
## 30 DAYS IN TOKYO

A MONTH IN THE LIFE OF OPS2'S MAN IN JAPAN, MAX EVERINGHAM

**Day 1: (15 October)** Made quick trip to the local mall to see what games I can waste my Yen on. *G-Savior* beckons to me from the shelves, but with *AC2* and *Gun Griffon* both already in my collection, I'm not sure if I need another mech fighter just yet.

**Day 3:** *SWAT 3 Elite Edition* on the PC puts me out of commission today while I *SWAT* through the newest levels. All quiet on the PS2 front anyhow – for now.

**Day 6:** Tried to take my copy of *Moto GP* back to the shop and swap for an extra PS2 controller. Engaged in brief but vigorous tussle with floor manager but was forced to limp away defeated.



I nearly had him, but the sadistic swine enjoys humiliating customers. Next month, round two.

**Day 7:** Return to shop. Shop manager surprises me with pre-emptive headlock as I step inside his store. Have decided to keep *Moto GP* in my collection even if it does handle badly.

**Day 11:** The quiet (day) before the storm. Tomorrow's going to be a cracker with a deluge of new PS2 titles hitting the shelves.

**Day 12:** *SSX* is released today – along with another 31(!) PS2 games – and my copy is waiting for me at the local mall. Over in the States there's a lot of commotion as a selected 500,000 people will be unwrapping their PlayStation 2s. Been there, done that.

**Day 14:** My US PS2 arrives today by FedEx, direct from Electronics Boutique. Another great day and my chance, at long last, to get *Madden 2001*. OK, so it's Aussie rules without the skill and lots of padding, but I intend to give Kurt Warner the paddling he so richly deserves.

**Days 15-28:** I've spent the last 13 days playing *SSX*. *Bust-A-Move Dance Summit 2001*, *Aqua Aqua* and *G1-Jockey 2* have released while I was busy frolicking on the slopes – Enix's dance game takes all the glory. But why dance when you can grind?



The funky *Dance Summit 2001* controller – almost makes me want to down put *SSX*. Almost.

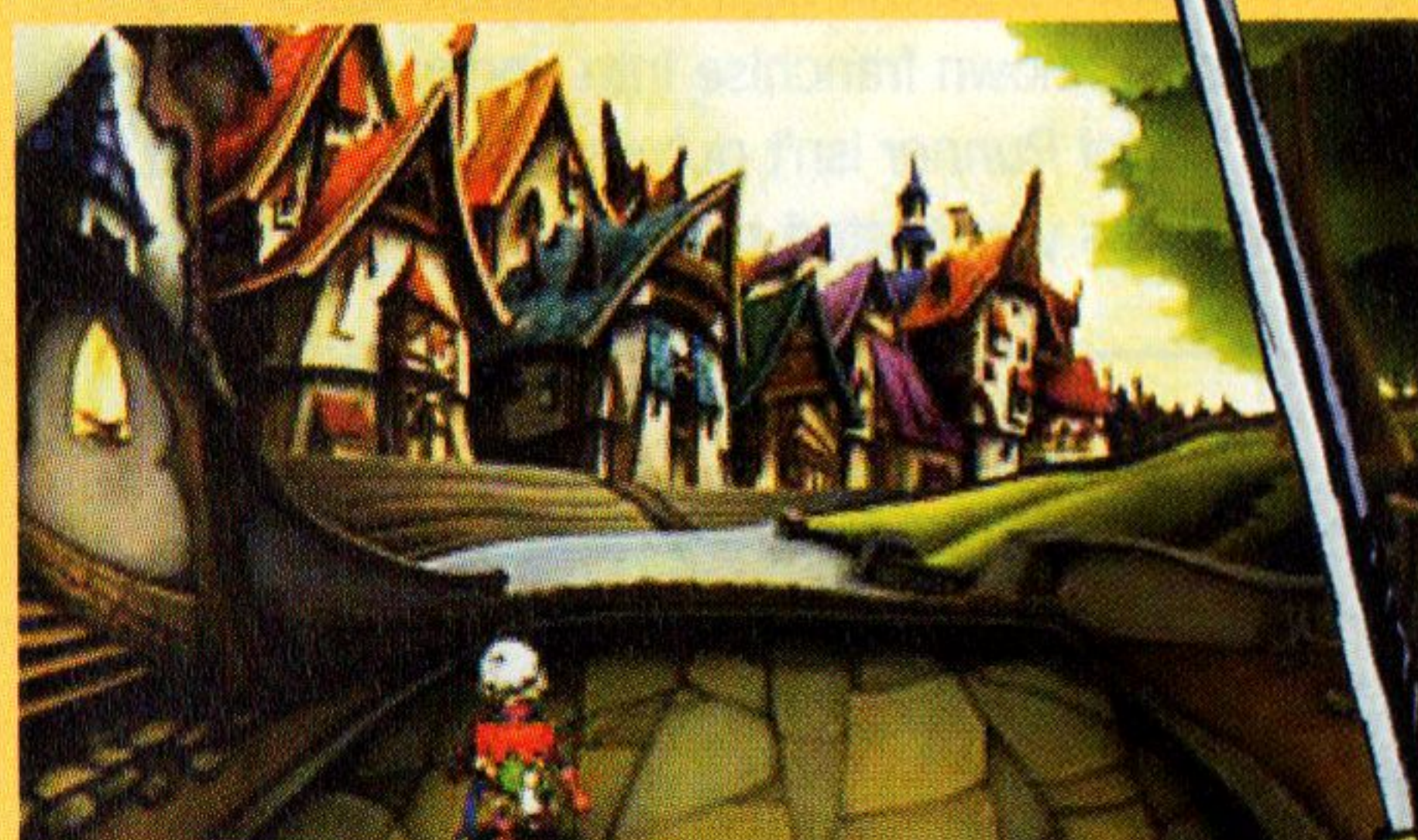
## BIG GAME!



## BAKI SQUIRMS INTO THE TOP 5

Sometimes you've got to wonder what goes through Japanese gamers' minds. It doesn't play well and it looks rubbish, but that doesn't stop the punters from flocking to buy *Baki the Grappler*. It's a manga-based wrestling game, which always goes down well in Japan and has been developed by Tomy, the toy maker that also manufacture the ultra-cool Zoids toys. But if they were that proud of the game, you'd think you could find information about it on their Web site, wouldn't you? Just try.

## GAME PREVIEW

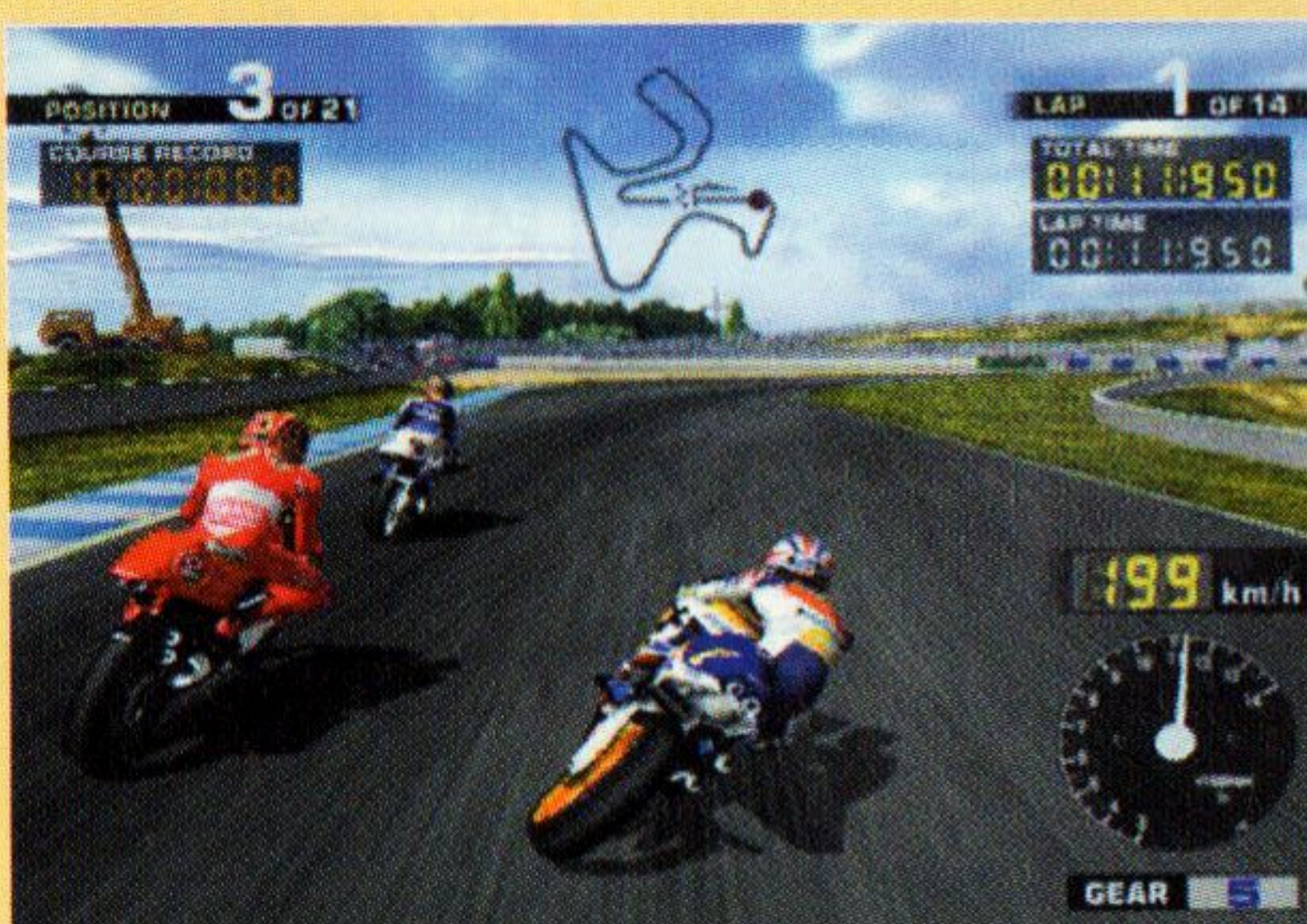


Seven on the PS2: Yes, it's not scary and no, Brad Pitt isn't in it.

## SEVEN

Out in time for Christmas in Japan, Namco's new RPG looks promising. The title derives from the fact you control seven different characters who all have different abilities and wield a sacred weapon. The 2D hand-drawn graphics are a surprise but lend a rich, cartoony look to the game. Players choose to 'Stay' or 'Rotate' their ranks at the end of each turn to best use their various skills. *Seven* is out on 21 December in Japan.

## PS2 CHARTS JAPANESE TOP 10



*Moto GP* tops the charts despite its lack of a back brake.

1. **MOTO GP** (Namco)
2. **GEKIKUKAN PRO-BASEBALL** (Square)
3. **WINNING POST 4 MAXIMUM** (Koei)
4. **SANGOKUSHI VII** (Koei)
5. **BAKI THE GRAPPLER** (Tomy)
6. **SHIN SANGOKU MUSOU** (Koei)
7. **G-SAVIOR** (Sunrise Interactive)
8. **KEYBOARD MANIA (CONTROLLER PACK)** (Konami)
9. **RING OF RED** (Konami)
10. **SILPHEED: THE LOST PLANET** (Game Arts)

Chart source: Weekly Famitsu (27/10/2000)



## INVENTORY

Your one-stop guide to the PS2 power-ups.



Defender:  
smart.

### #02: THE SMART BOMB

So what's a smart bomb, then?

It's an explosive device that unleashes a sweet wave of death. It leaves you unscathed to enjoy the benefits of a new badass-lite environment.

When should I use one?

Best Use Scenario: When your power bar has been severely hammered. Most Pointless Use Scenario: When you're the only person/ship/vehicle/monkey on the screen, or nano-seconds after the beginning of Level One.

So to be used sparingly then?

The smart bomb is the exhibitionist of in the Weapons Of Mass Destruction family. It loves to play to, or rather annihilate, a large audience.

How do I know when I've found one?

They look like regular bombs only sparklier. They can be found dotted around futuristic race tracks (WipeOut) or floating in space (Defender) but more often than not, you'll see them just behind the waves of alien scum that you'd planned to kill with it.

Where are they not found?

Barbie Super Sports, ESPN International Track & Field and Dance Dance Revolution.

Didn't he do well?  
RPG skullduggery  
courtesy of 3DO's  
Warriors of Might  
& Magic.



## MARCHING ONTO PS2

The makers of Army Men announce four titles for the black box.

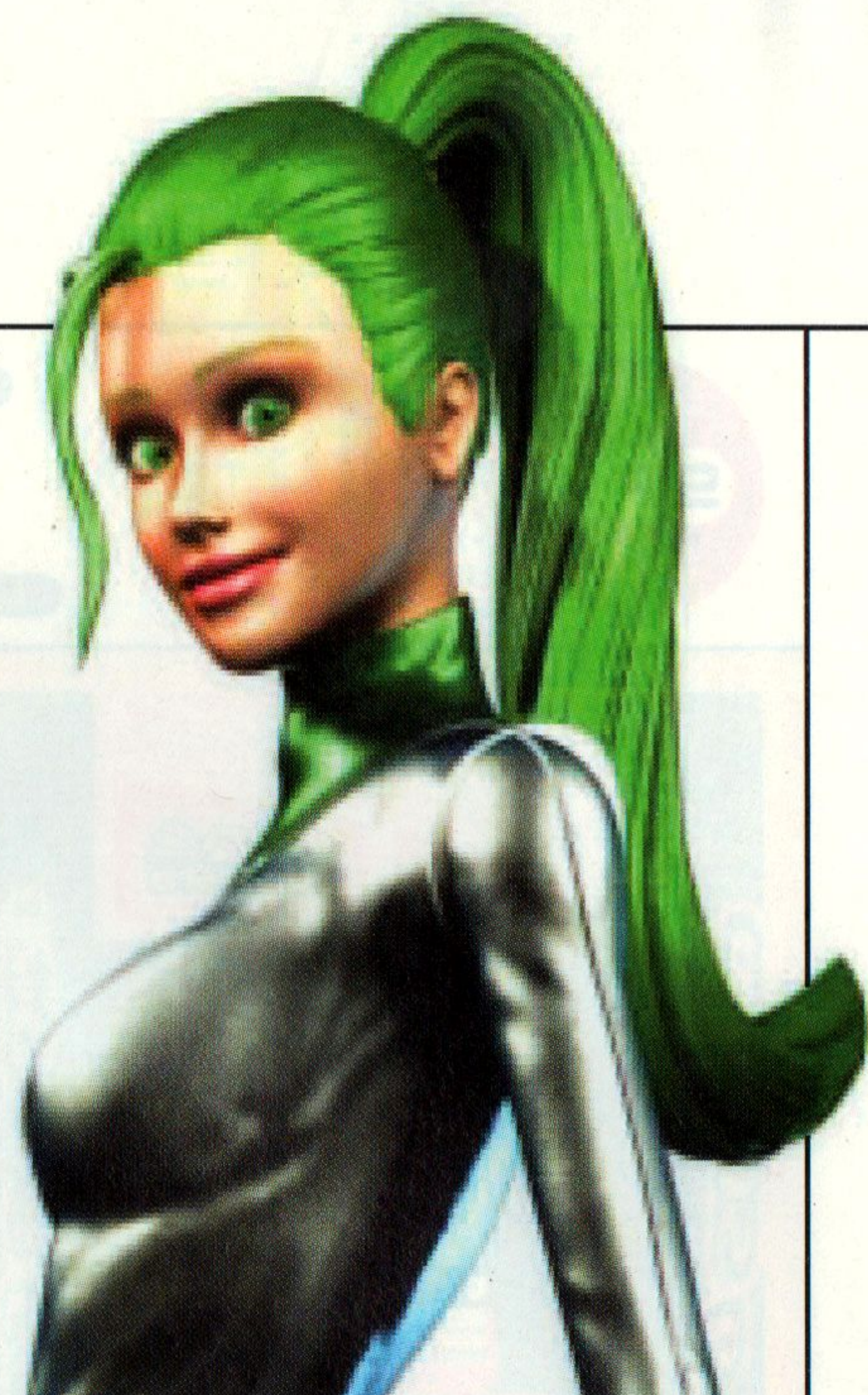
**AMERICAN VIDEOGAME** producer 3DO has announced a fistful of titles for the PS2. Originally responsible for the then-revolutionary 3DO console, the company recently turned to game development and launched the Army Men series – featuring diminutive toy armies battling it out in human scaled environment – for PSone to great success.



Indeed there will be an Army Men games for the PS2 (Army Men: Air Attack II starts the onslaught next

February), but 3DO are not restricting their ambitions to green and tan plastic warfare.

On the cards are a sword and sorcery RPG (Warriors of Might & Magic), a post-apocalyptic tank battle game (World Destruction League: Thunder Tanks) and Portal Runner, a spunky looking time-travelling 3D action adventure starring Vikki Grimm, daughter of Colonel Grimm, leader of Army Men's green army. The game takes the high recognition factor of 3DO's best known franchise into uncharted territory. Portal Runner isn't out until next Spring but we'll keep you posted on developments. □



## INCOMING!

Four 3DO Titles Coming PS2wards.

1. Army Men: Air Attack II

The Tan Army has a plot to capture Cpt Blake. More plastic, knee-high airborne warfare cast, this time, in a PS2 mould. Out: Feb 2001

2. World Destruction League:

Thunder Tanks

One to four-player turret swivelling action as civilians battle it out in tanks on a post WWII TV game show. Out: Feb 2001

3. Warriors of Might and Magic

Traditional RPG sees wrongly accused hero Alleron on a quest to clear his name and be free of the disfiguring mask that marks him as a criminal. Out: Feb 2001

4. Portal Runner.

3D adventure with correspondent Vikki Grimm catapulted through time by nemesis Brigitte Bleu in an attempt to clear her path to Vikki's beau, Army Men's Sarge. Out: March 2001

## PS2 CHARTS

The current US Top Ten. Full UK figures next month...

### AT NUMBER ONE.

The Yanks go bonkers for Madden. American football is just a version of a certain dull English public school game, but EA Sports' sim is so good it could convert non-believers. Although it received 8/10 in last month's OPS2, Madden NFL 2001 won't be number one in the UK – expect EA's other ubiquitous sports franchise FIFA 2001 to top the charts.

### 1. MADDEN NFL 2001

Publisher: EA Sports  
Developer: EA Sports  
EA Sports' titles dominated the first week of the US PlayStation 2 charts, with their incredibly popular Madden series that first kicked an odd-shaped ball on the MegaDrive over ten years ago.



### 2. TEKKEN TAG TOURNAMENT

Publisher: SCEA  
Developer: Namco  
The King of Iron Fist returns. Tekken Tag Tournament should remain within the top five for a long time to come with its faultless blend of playability and achingly good graphics.



### 3. SSX

Publisher: EA Sports Big  
Developer: EA Sports  
Snowboarding meets It's A KnockOut. A great game that would be king if it wasn't for the hottest top five on any console at the moment. Check it out though and you won't regret it.



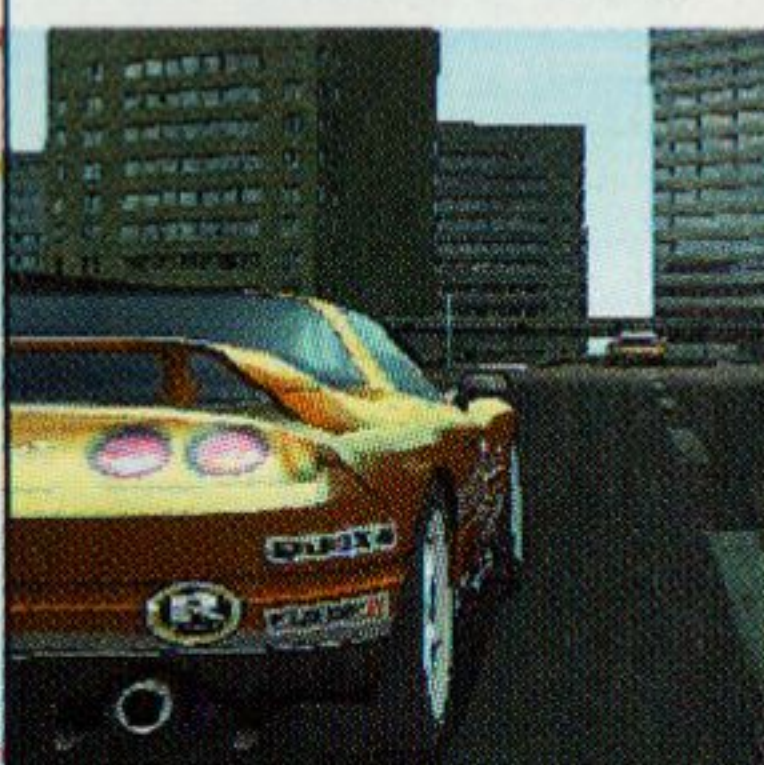
### 4. NHL 2001

Publisher: EA Sports  
Developer: EA Sports  
EA has yet another title in the Top Five – and deservedly so. Possesses great graphics and silky gameplay, plus a chance to take someone's teeth out with a well-aimed hockey stick. Reviewed on page 130.

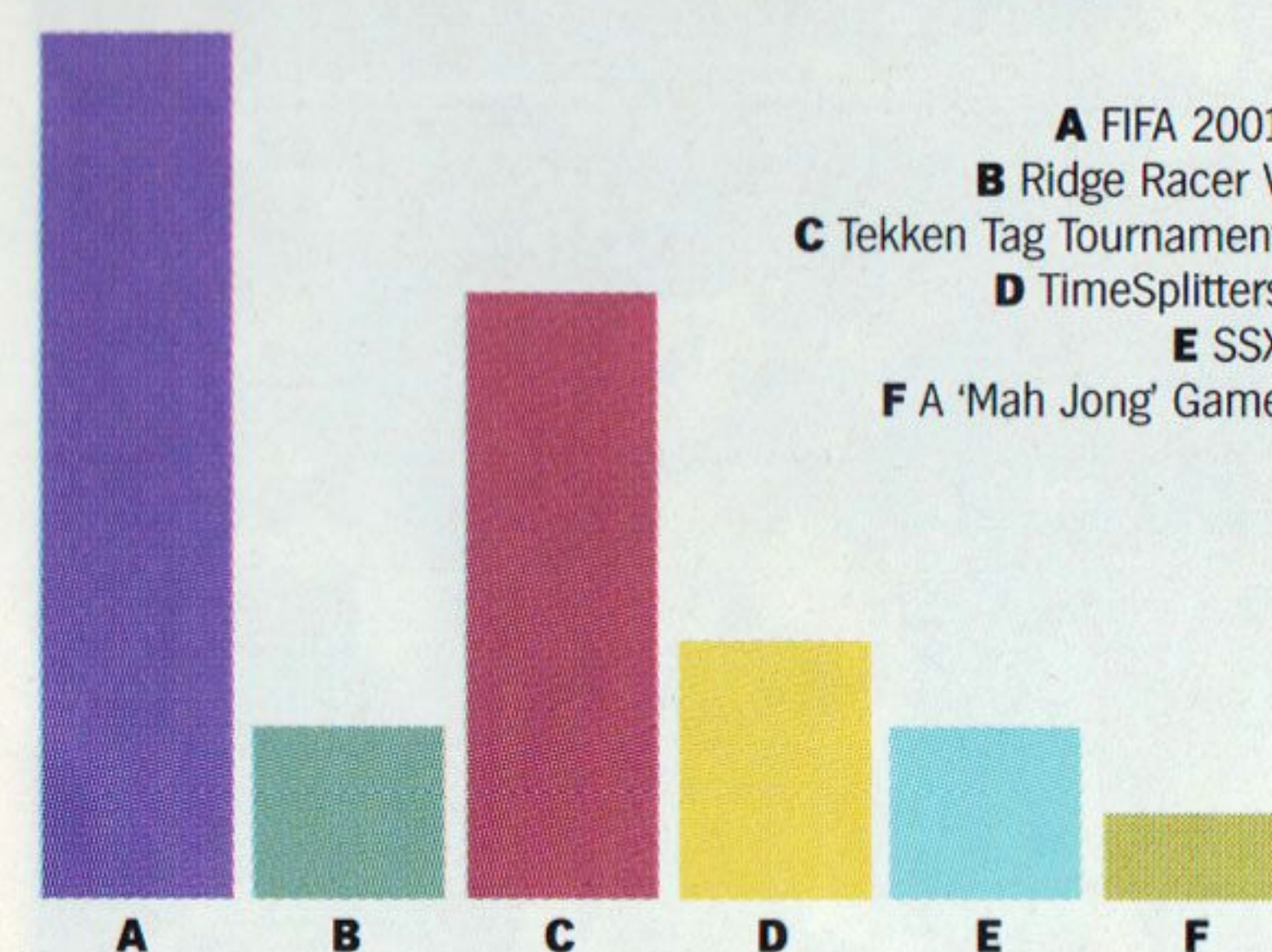


### 5. RIDGE RACER V

Publisher: SCEA  
Developer: Namco  
Mid-table for Namco's spectacular racer as it feels the brunt of more worthy titles. Still the best racing game on the PS2, but it now looks more like a stop gap until Gran Turismo 3 arrives.

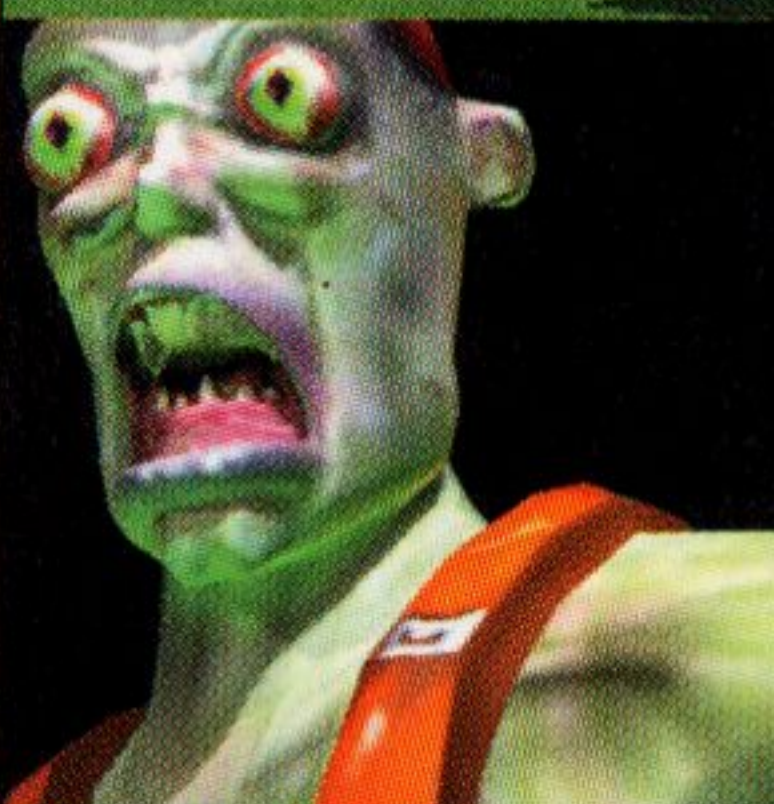


QUESTION: We asked 25 UK industry bods, 'What PS2 game will top the charts this Christmas?'



### 6. SUMMONER

Publisher: THQ  
Developer: Volition  
The biggest PS2 RPG release in the US does remarkably well. Much darker than your usual role-player, Summoner's wizards wear black and listen to Marilyn Manson. Preview on page 30.



### 7. TIMESPLITTERS

Publisher: Eidos  
Developer: Free Radical Design  
With the GoldenEye team behind it and rave reviews across the board (9/10 in OPS2 #01) this first-person blaster should keep nudging up the charts. Deserves a higher chart position.



### 8. DEAD OR ALIVE 2

Publisher: Tecmo  
Developer: Tecmo  
Tekken Tag's arch rival makes its US debut within the Top Ten. Cramming in a mix of high-class totty and bone crunching moves it's sure to hang around the charts on both sides of the Atlantic for a few weeks to come.



### 9. READY 2 RUMBLE: ROUND 2

Publisher: Midway  
Developer: Midway  
Still packing them in, comedy boxing sim R2R2 takes it on the chin at number nine. Unlock the hidden characters and the game just gets better. Your best opportunity to punch Michael Jackson.



### 10. KESSEN

Publisher: EA  
Developer: Koei  
Brutal Japanese warriors storm US Top Ten shocker! A real-time strategy game with intriguing gameplay and colourful battle sequences that don't fail to impress. PAL review in the next issue of OPS2 Magazine.

### AT NUMBER THREE

SSX is the first title to be launched on EA Sports Big – a label that shows EA's willingness to establish a range of more arcade-style games away from their definitive sports simulations. Instantly playable with corking visuals and endless replay value, SSX is a lighting-quick snowboarding extravaganza that'll be thrilling the first wave of PlayStation 2 owners everywhere. Buy it.

Source: DailyRadar/PC Data 4/11/00

QUESTION: We asked the same people, "What did you dream about last night?"

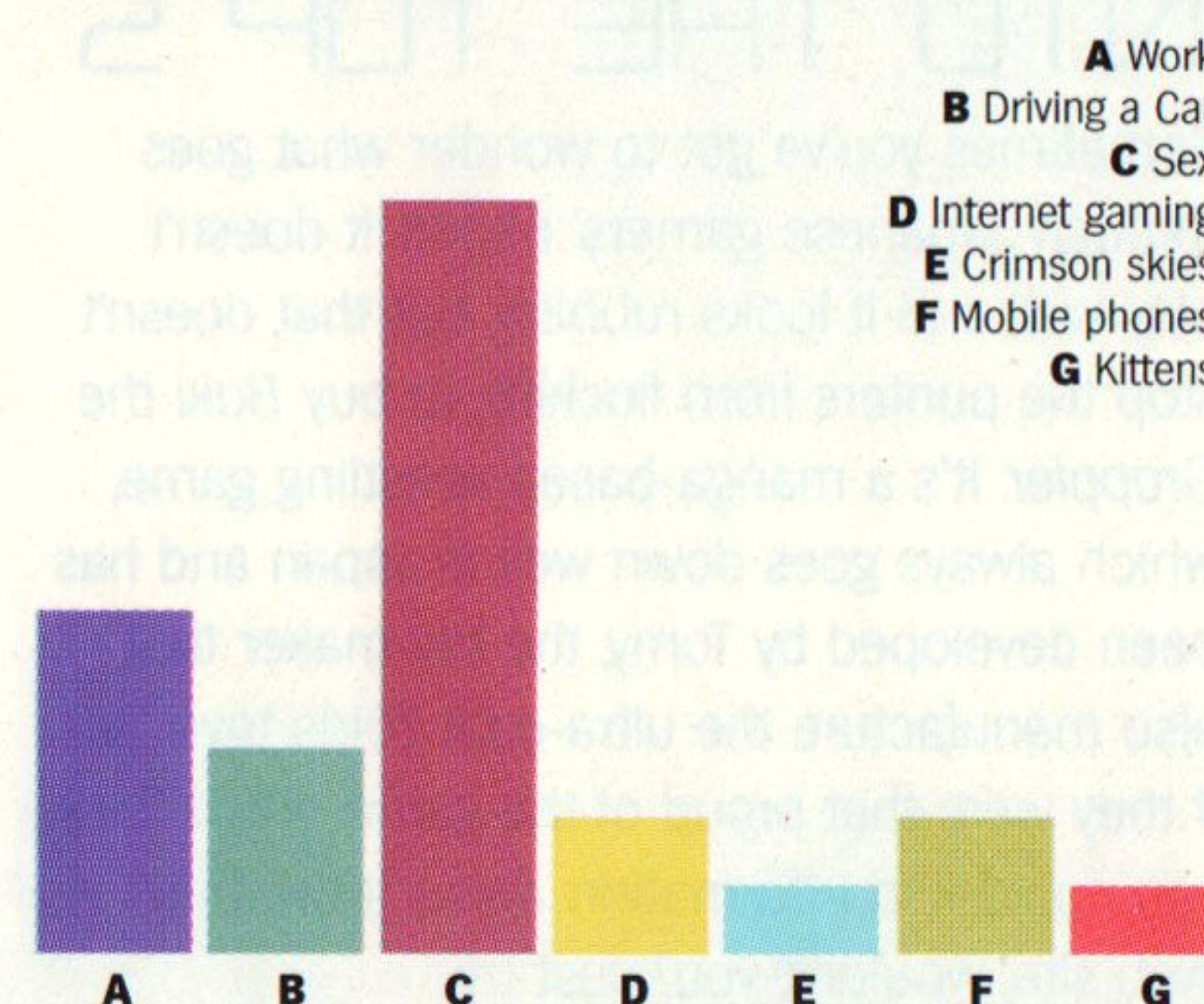






ILLUSTRATION: MR JAGO

# BRINGING HOME THE BAFTAS

OPS2 gatecrashes the Interactive Media Awards.

**DEBUNKING THE MYTH** has been gargantuan. The interactive industry has long been stigmatised with an image of anaemic programmers feverishly nuzzled against their VDUs day and night but in the last few years, most noticeably with the advent of the PlayStation, attitudes have changed. It's cool to be a gamer. Gaming is now like watching a DVD or using a toaster. It's part of everyday life. And with everyday life comes award ceremonies.

Glitz, mud flavoured canopies and programmers lost in ill-fitting DJs were the order of the Interactive BAFTA awards. Phil Jupitus, comedy beach ball and master of ceremonies fidgeted his way through an hour of nominations, handing out gong upon gong to winners in categories such as 'Enhancement Of Linear Media' commenting by the second nomination that he'd "rather be in the bar."

The whole affair, although aimed to promote and give credibility to the interactive industry, made uncomfortable bedfellows of many forms of media. If the games industry is to truly claw itself away from the shackles of nerdhood, it requires its own award ceremony, not to be suffocated and absorbed by other unrelated (although as equally worthy) nominees. Grant

Dean, Executive Producer at Eidos and member of the BAFTA Interactive Awards committee believes that this is a distinct possibility: "As areas of Interactive Entertainment grow and diversify into new forms, perhaps we may see the Awards being too large for one awards ceremony." Dean is adamant that the Interactive Entertainment BAFTAs are as worthy as the 'other' BAFTAs: "The Academy maintains that the interactive industry makes as valuable contribution to entertainment and the arts as the film and television industries."

However, this year's Interactive BAFTAs were a roaring success, with well-deserved awards going to Ion Storm's superlative PC first-person shooter *Deus Ex* and Rare's cracking GoldenEye-beater *Perfect Dark* – although Eidos's magnificent *TimeSplitters* was inexplicably gazumped by PSone title *Medieval 2* in the race for best console game. It was a shame that just when the award ceremony was really hotting up [David Bowie had sent an email expressing his confusion but gratitude for winning something] the lights came on, dinner was served and all there was left to do was get drunk. The Interactive BAFTAs may be closer in spirit to the TV/Film BAFTAs after all... ☐ BL

## Q&A



**GRANT DEAN**  
Executive Producer at  
EIDOS and member of  
the BAFTA Interactive  
Entertainment Committee

**Videogames make more money worldwide than movies – why do you need to include Web site designers in the categories?**

BAFTA supports and rewards Interactive Entertainment as a whole, whether that be an exhibit, a Web site or a game. As for the amount of money that videogames make, you don't see the BAFTA award for Best Film going to the one that produced the highest box office numbers! The awards are based on creative excellence, not profit.

**With awards such as the Interactive Arts award aren't the BAFTAs in danger of being incomprehensible and unimportant to the videogaming public?**

Not at all. The Interactive Art Award is a major new category for artists working with interactive digital media. Like a videogame, Interactive Arts engage the audience by interaction with unique and creative digital technology. We may all like to be able to play videogames that could make use of this creativity and technology. For example virtual reality, which right now is not available in a videogame, but is covered in an award such as this.

**Can you envisage a time when the BAFTA for best actor goes to a performer in a videogame?**

I would like to think so, but in reality a performer in a videogame is only as good as the effort put in by the programmers and artists to make the character look and perform well and the direction of the player controlling them. Maybe next year we may see Angelina Jolie pick up an award for her part as Lara Croft in the forthcoming *Tomb Raider* movie – would this count?

## AND THE WINNER IS...

Those BAFTA awards in full

**GAMES – MOBILE OR NETWORKED**  
**POKEMON YELLOW**  
Developer: Nintendo/Publisher: Nintendo  
Format: Game Boy

**GAMES – PC**  
**DEUS EX**  
Developer: Ion Storm  
Publisher: Eidos Interactive  
Format: CD-ROM

**GAMES – CONSOLE**  
**MEDIEVAL II**  
Developer: SCEE, Cambridge  
Publisher: SCEE  
Format: PlayStation

**INTERACTIVE ARTS AWARD**  
**WATCHED AND MEASURED**  
Developer: David Rokeby (Artist)  
Publisher: Science Museum (Commissioner)  
Format: Installation

**ENHANCEMENT OF LINEAR MEDIA**  
**BBC WIMBLEDON/GOLF SPORTS COVERAGE**  
Developer: BBC Interactive  
Publisher: BBC  
Format: Digital TV

**NEWS**  
**BBC NEWS ONLINE**  
Developer: BBC News Online  
Publisher: BBC News Online  
Format: Web site

**FACTUAL**  
**BBC HISTORY SITE**  
Developer: BBC Factual & Learning  
Publisher: BBC Factual & Learning  
Format: Web site

**CHILDREN'S**  
**LEGO & STEVEN SPIELBERG MOVIE MAKER SET**  
Developer: LEGO Media/Pinnacle Systems  
Publisher: LEGO System A/S  
Format: Multi-Format

**LEARNING – SPONSORED BY ICL**  
**LEGO & STEVEN SPIELBERG MOVIE MAKER SET**  
Developer: LEGO Media/Pinnacle Systems  
Publisher: LEGO System A/S  
Format: Multi-Format

**ONLINE LEARNING – SPONSORED BY ICL**  
**HOMEWORK HIGH**  
Developer: A Glasshead Web site with design & technical production by CIMEX  
Publisher: Channel 4 Television  
Format: Web site

**ENTERTAINMENT WEB SITE**  
**CARTOON NETWORK UK**  
Developer: Cartoon Network UK & Deep End  
Publisher: Cartoon Network UK  
Format: Web site

**SPORTS**  
**SYDNEY 2000**  
Developer: Attention to Detail  
Publisher: Eidos Interactive  
Format: PC CD-ROM, Dreamcast

**INTERACTIVITY**  
**ONLINECAROLINE.COM**  
Developer: XPT LTD/Publisher: XPT LTD/Freeserve  
Format: Web site

**INTERFACE DESIGN**  
**MTV2**  
Developer: Digit/Publisher: MTV  
Format: Web site

**MOVING IMAGES**  
**PERFECT DARK**  
Developer: Rare/Publisher: Nintendo  
Format: N64

**MUSIC**  
**IMPERIUM GALACTICA II**  
Developer: Digital Reality  
Publisher: GT Interactive Software Corporation  
Format: CD-ROM

**SOUND**  
**THEME PARK WORLD**  
Developer: Bullfrog Productions Ltd  
Publisher: Electronic Arts Ltd  
Format: CD-ROM

**TECHNICAL INNOVATION**  
**SKETCHAPHONE**  
Developer: Supedo/Publisher: Supedo  
Format: WAP/Web site

## THE BAFTA SPECIAL AWARDS

**THE BERNERS-LEE AWARD FOR THE BEST PERSONAL CONTRIBUTION TO THE INTERACTIVE INDUSTRY**  
**DAVID BOWIE**

**BEST UK DEVELOPER**  
**BBC ONLINE**





The official 4-player multitap for PlayStation 2. Stuff your mates.

How do you like them - Hammered? Pulverised? Humiliated? Plug a multitap into PlayStation 2 and have the wretches whatever way you want. Multiplayer titles including classics like Tekken Tag Tournament, FIFA 2001, Dead or Alive 2, Timesplitters and Track & Field. A word of warning though. Some amigos may be lost forever.

PS2  
PlayStation 2



## HEAVY METAL THUNDER

Bionic bounty hunting in future-noir epic *Titanium Angels*.

**SCI IS ABOUT** to supply the PlayStation 2 with metal gear of a different kind. *Titanium Angels* is a 3D action adventure set on an alternative future Earth and starring a battle-hardened bounty hunter who goes by the name of Carmen Blake. Along with her intelligent bio-machine assault vehicle Titan, Blake must face a terrifying band of intergalactic warriors called the Kai'Tin, who are intent on the destruction of mankind.

Leeds-based developer Mobius is creating a stark and beautiful-looking title set in a sinister cyber future where technology melts eerily into flesh. PS2 gamers will go on a journey of 16 levels through glistening ice castles and scorching lava pits, in an involving story line that twists around political conspiracies and deadly betrayal. Mobius promises an array of bewildering graphical whizz-bangs such as 'procedural geometry animation' and 'convex polyhedra collision', which translated into English, mean a game that'll be a 128 bit feast for the eyes.

Players will be able to control both characters in a 'Tag-Team' set-up and each will have access to unique weapons that you can upgrade and combine for more fire power. For example, Blake has a special gauntlet that conceals various electrified spikes, whereas the self-replicating mechanoid Titan can fire off a bewildering range of lethal armaments including mines and rockets.

Although *Titanium Angels* is played in third-person, the programmers have included unique camera angles to give the dynamic immediacy of a frag-happy first-person shooter. Gamers will also experience elements of platforming, puzzle-solving, stealth-sniping and all-out blasting spread over a series of daring and exciting missions. *Titanium Angels* won't be released on PlayStation 2 until Autumn 2001, but this nightmarish thriller is already starting to shine. □ JS

Wallflower: Carmen Blake is the toughest bounty hunter in the entire galaxy.



Species biographies will add depth to all the in-game characters.



These are PC screenshots, but Mobius promise the PS2 version will be equally impressive. Yow.



Quake III Arena and Unreal Tournament: The big guns come out for PlayStation 2.

## TWO TRIBES GO TO WAR

Unreal Tournament and Quake III prepare to take on TimeSplitters as king of the PS2 shooters.

**WHEN TIMESPLITTERS BURST** onto the PlayStation 2 in a shower of sparks and tumbling corpses, there could be little doubt that not only were we looking at a spectacular game but a genuine breakthrough – here finally was proof that first-person shooters could work just as well on a home console as they do on PC. However *TimeSplitters* is just the beginning of a trickle that is threatening to become a flood. You guessed it – *Unreal Tournament* and *Quake III*, the daddies of the first-person shooter genre, are about to step into the arena. *Unreal Tournament* is due early next year from Infogrames while online rumours have *Quake III Arena* on EA's 2001 release schedule – an obvious choice given EA's PS2 Bond title *The World Is Not Enough* uses the *Quake III* engine as its basis.

"Both games will find a very happy home on the PlayStation 2," says *Daily Radar* UK's PC Channel Editor and first-person shooter obsessive, Jim McCauley. "The PS2 has the horsepower to show them both at their best, and their straightforward brand of multiplayer carnage should have new owners hooked."

*Quake III* and *Unreal Tournament* are rightly regarded by PC owners as superb

examples of this cult genre, but it is their PS2 conversions that will make or break them in the mainstream. The PS2 version of *Unreal Tournament* has been previewed at videogame trade shows, and after a shaky start is looking like a worthy PS2 title. The Epic-designed game still requires a substantial twiddle with the four-player mode to turn it into a game with the same calibre of its PC parent but it is heading to the PS2 with the force of a bullet train.

id Software's *Quake III Arena* currently remains officially unconfirmed, despite id's CEO Todd Hollenhead stating that the PS2 version was in "start-up phase" and that their goal was "to make a fun PS2 game [and] not necessarily mirror the PC game". The recent Dreamcast conversion of the PC title is lightning fast and while backgrounds and textures have been simplified to maintain this speed, the game remains worthy of the *Quake* name. A PS2 version would need similar attributes.

But despite the glowing credentials, can such heavily PC-bred titles find an audience on the PS2? After all, the superb version of *Quake II* for the PSone didn't do as well as it deserved – perhaps proof that console gamers don't take too easily to PC first-person shooters.

"*Quake III*'s arcade leanings might make it seem perfect for the PS2, but without the online element much of its appeal would be lost," commented *PC Gamer* Editor Matt Pierce. "*Quake III* is simply not an enduring single-player game. *Unreal Tournament*, with its focus on varied game modes and teamplay, would mean that it's much better suited to the PS2."

The competition in the first-person shooter war is fierce – expect *The World Is Not Enough*, *Red Faction* and *Soldier of Fortune* to also enter the fray next year. Are all these games a frag too far given the current lack of online support or is *TimeSplitters* the beginning of something new? Watch this space. **BL**



First-person shooters haven't been that popular on PSone. Can these gory games make the rocket jump to PS2?



# COIN-OP

With **Guy Woodward** editor of coin-op bible *AB Europe*.



Keith Moon lives: A Japanese punter joins the Tom Tom Club.



Spoons make a welcome return to pop music.

## BEMANI LOVE

On the pull down the local arcade.

**AS A POTENTIAL** venue for a first date (or, for that matter, a date of any kind) the local arcade doesn't really rank as a winner. At least not in the UK. But tell that to the Japanese.

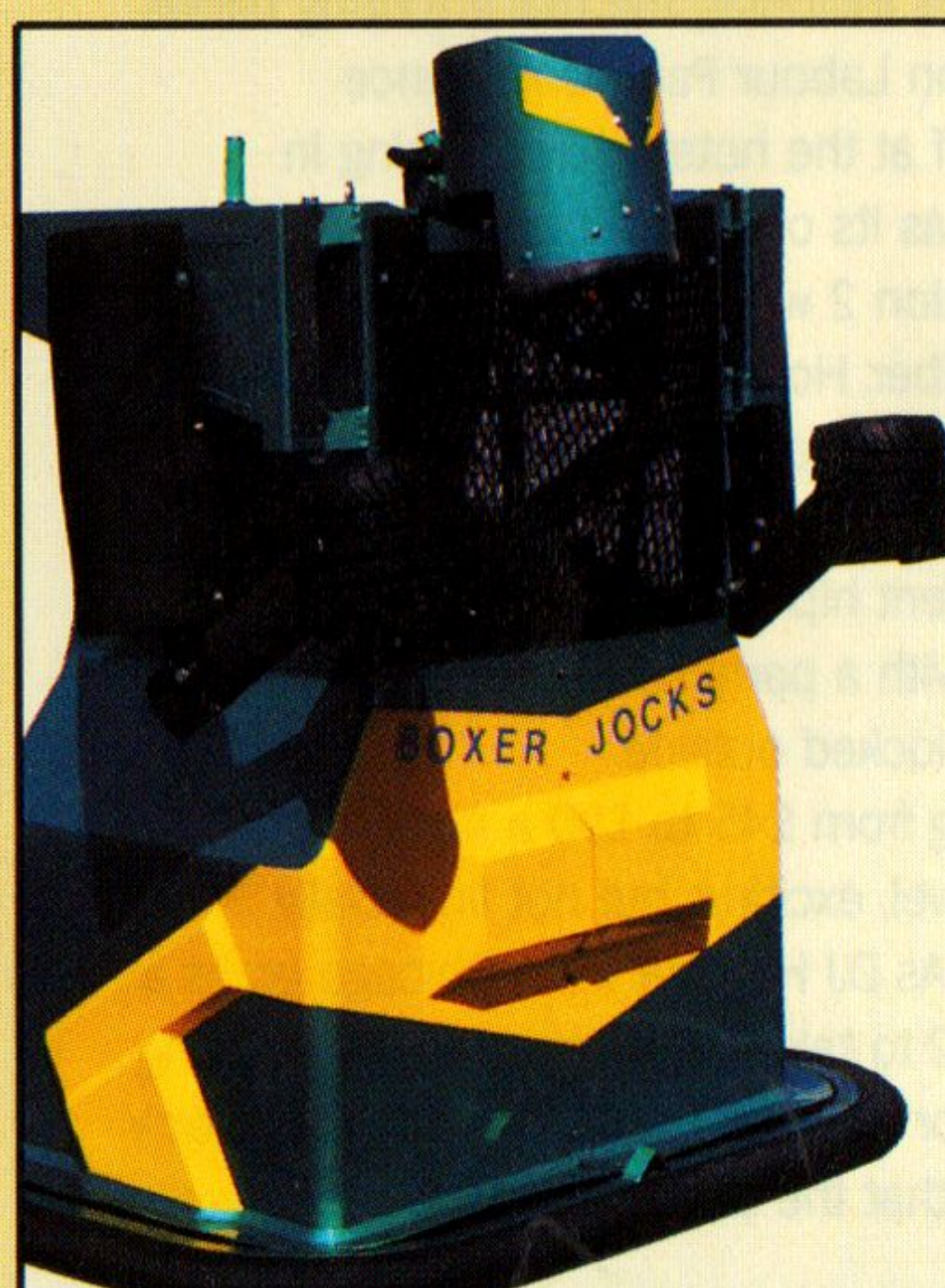
The fairer sex represent a whopping 47% of arcade-goers in the Land of the Rising Sun, making it a veritable pulling joint. Furthermore, in a survey of over 15,000 gamers conducted by Japanese trade body JAMMA, seven per cent of the arcade crowd stated their reason for visiting the arcade was to go on a date with a member of the opposite sex.

It's possibly with this in mind that domestic game developers are catering more for the artistic, rather than aggressive, part of the market. Bemani games continue to dominate the Japanese mind-set, with sales of *Drum Mania 3rd Mix*, *Beat Mania Core Remix* et al rising 35% last year, to ¥16.2bn (£104m) – a popularity that has continued on the PlayStation 2. And still the releases continue. Konami's latest, *Para Para Paradise*, ranks players on the co-ordination of their all-round choreography in harmony with the machine, as picked up by built-in lasers. Which is all very good for the consumer-friendly Japanese locations, but bodes less well for the stereotypical UK arcade. It seems us Westerners are just too reserved in our wooing styles for our own good. □

## FEMINISTS BEWARE

Can incorporating cooking utensils really entice the fairer sex to the arcades?

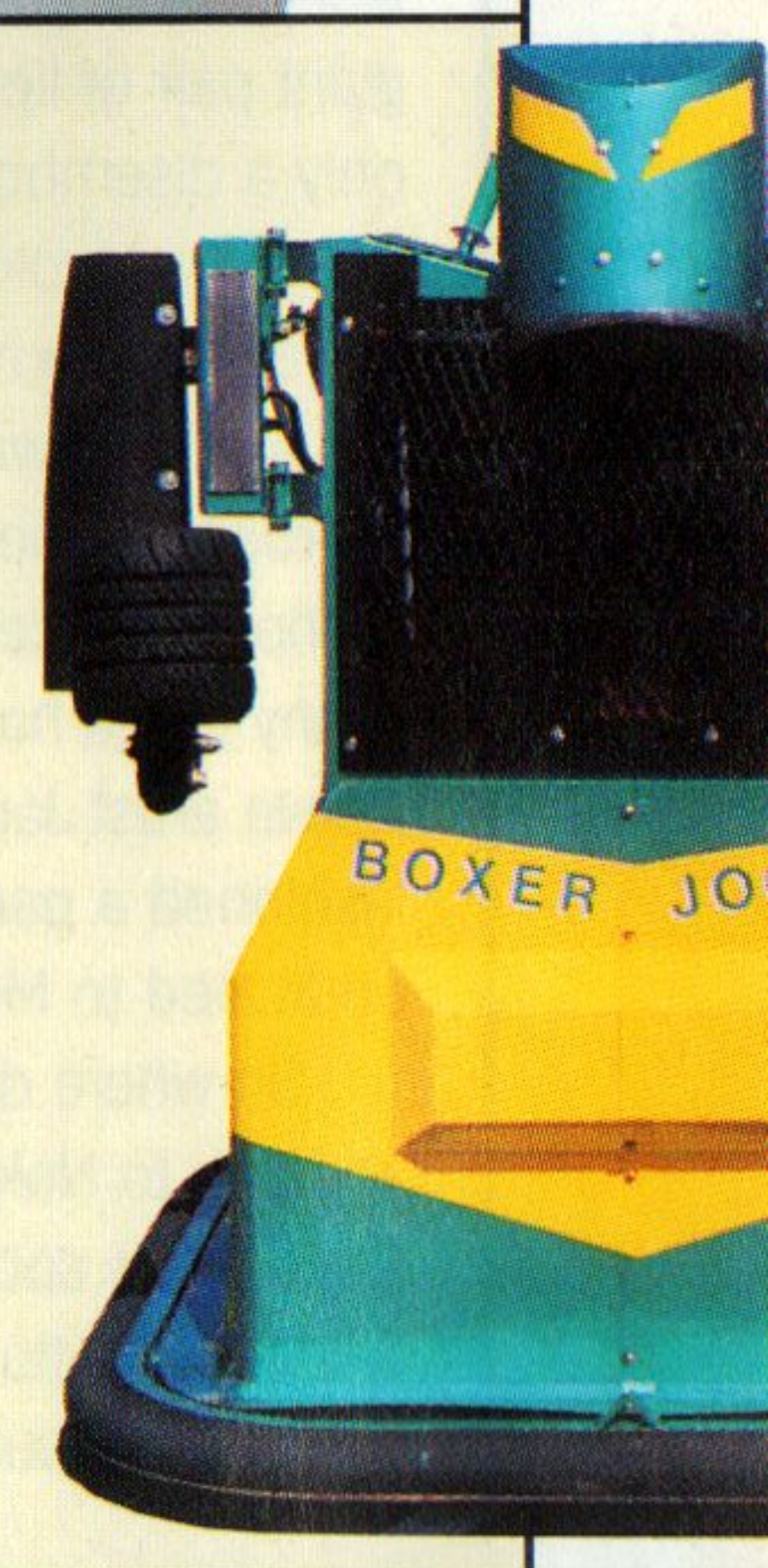
Despite the success of the various incarnations of the Bemani genre, it seems that ideas are running dry. Now game developers are turning to increasingly bizarre renditions on the theme. Korean firm iSolutions, have unveiled *Nanta 2000*, where players employ kitchen utensils to keep up with the beat. It may be going a bit far trying to woo female players to the arcade, but at least the PS2 version won't require any extra peripherals... **GW**



## BOXERJOCKS

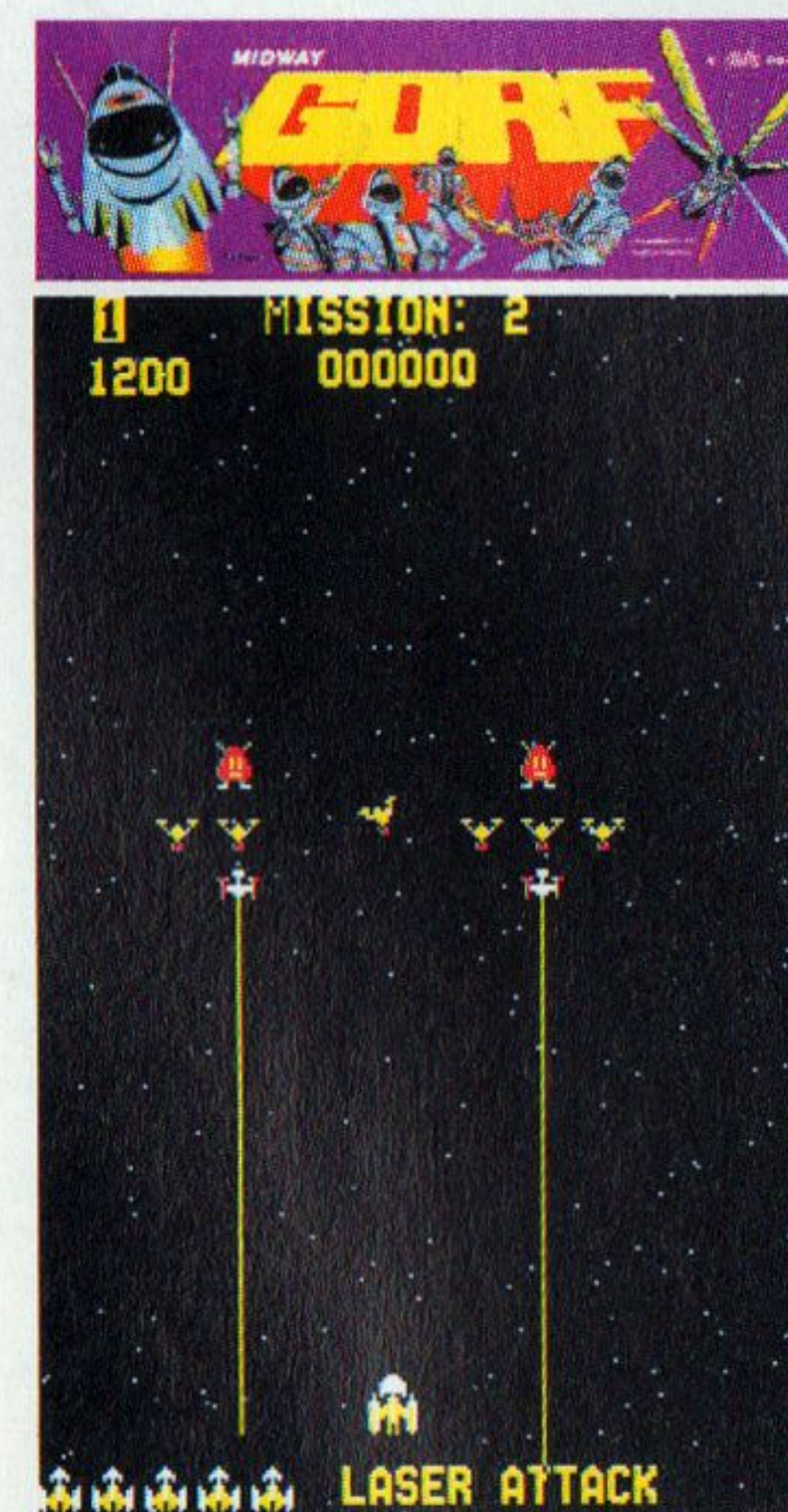
Foxy robotic boxing

Want to punch someone repeatedly in the face for fun? Then you'll be slavering with anticipation over this bizarre arcade attraction from the USA. Boxerjocks are fully manoeuvrable hefty steel robots that have large boxing gloves on the end of two powerful pneumatic arms. Players climb inside and do battle with each other by operating the arms and trying to knock the opposition's head back for points. US firm Tarobots International believe that the dodgem-type ride also has console game spin-off possibilities and is currently flogging a matching pair of boxerjocks for the knockout price of \$16,000 (£10,760). Web site: [www.boxerjocks.com](http://www.boxerjocks.com)



## lost classics

Games of coin-ops past.



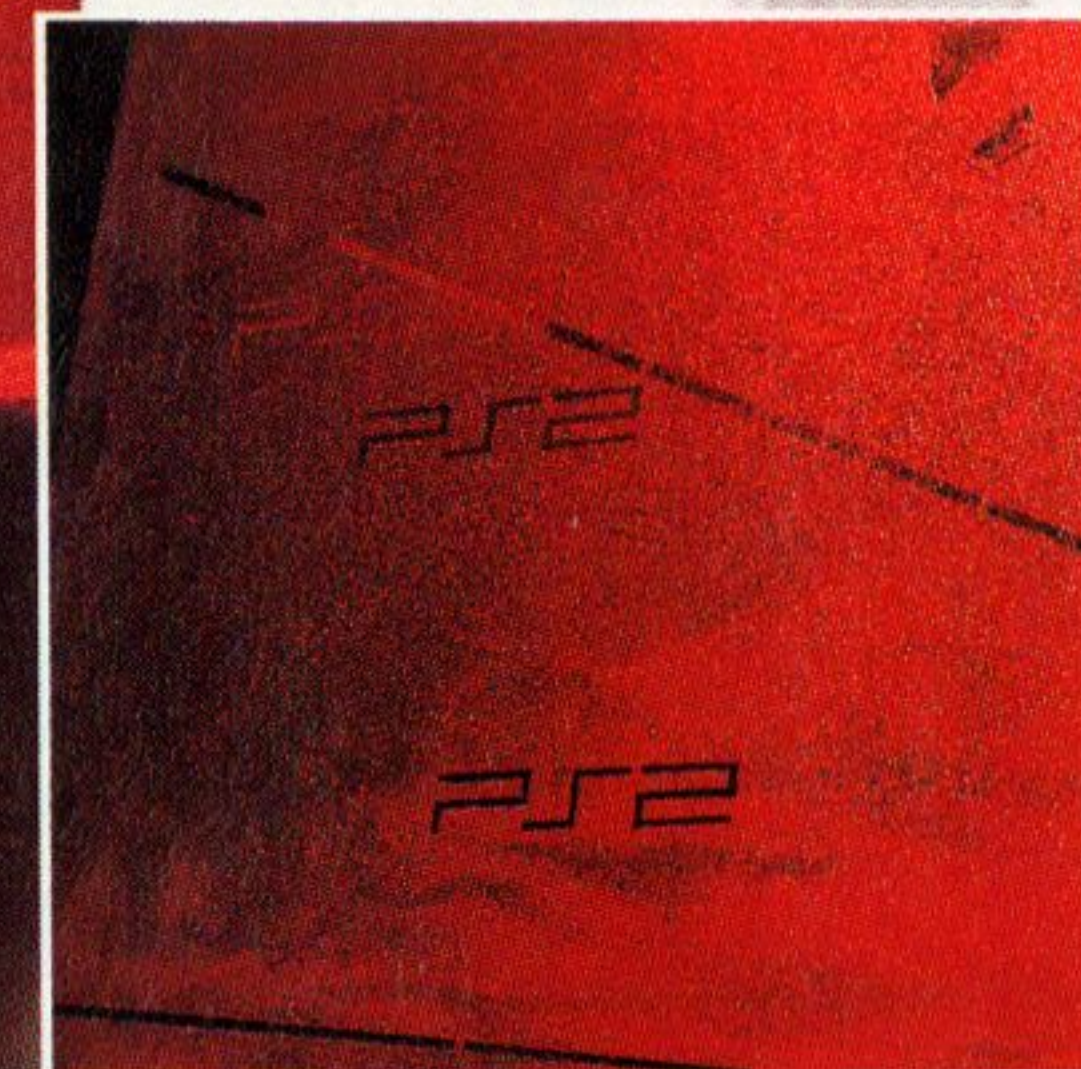
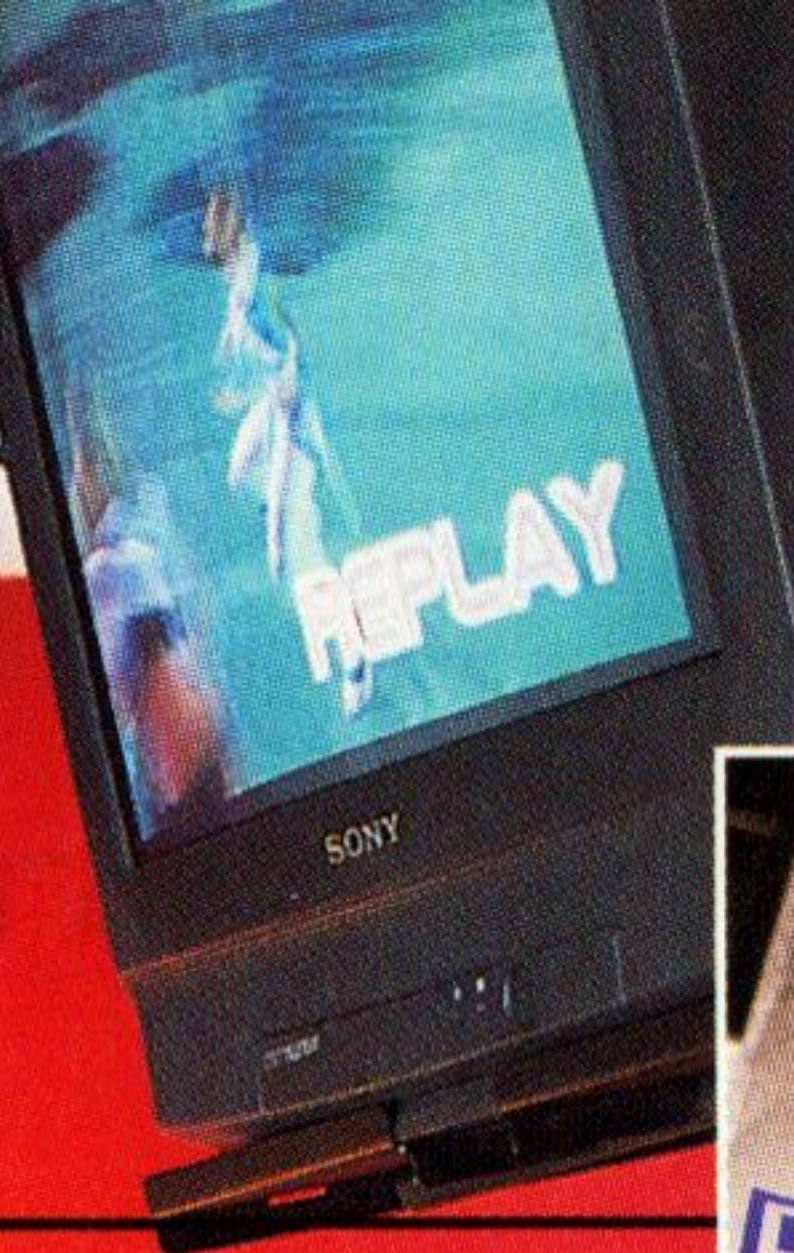
## #02: GORF (1981)

Although the uninitiated believed Gorf was Midway's not so cryptic homage to frogs, it stood, in fact, for 'Galactic Orbiting Robot Force'. So strong was the force that Gorf was one of the first games which talked to the player, goading him with such taunts as, "I devour coins" and "All hail the Supreme Gorfian Empire". Aside from that, it was a fairly basic shooter in Space Invaders format, but boasted five missions – unheard of in 1981.

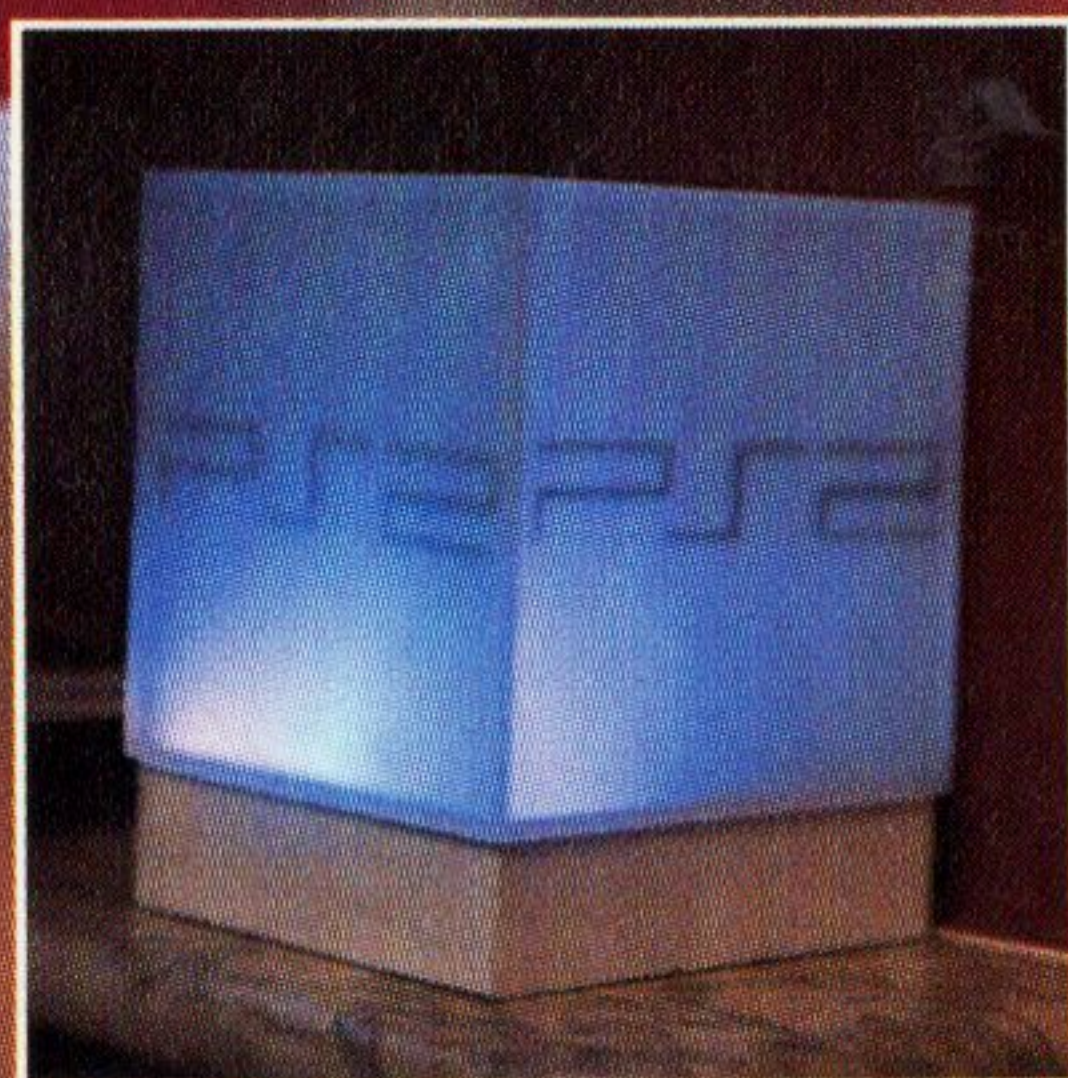
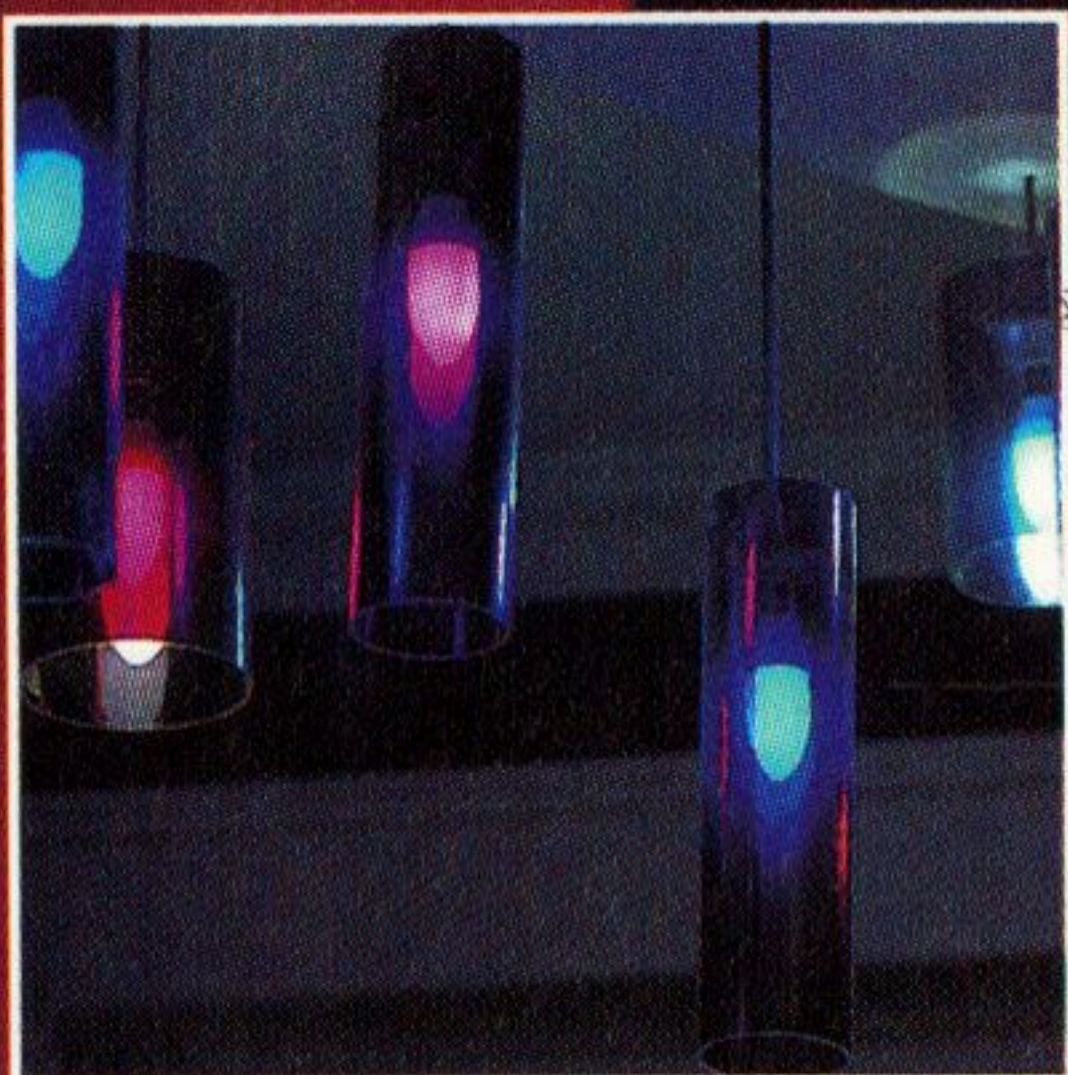




PlaySta



That bizarre PS2-etched wall-hanging in full.



The ceiling lamps provide a cute tribute to the PS2 loading sequence.



PHOTOGRAPHY: JAMES CUMPSTY

## GUEST HOUSE PARADISO

Brighton's arty Hotel Pelirocco is the ideal new abode for PS2 freaks.

**YOU WAKE FROM** a deep sleep to find yourself in a skyscape filled with fluffy clouds and flying teapots. You instinctively go to the window only to discover that it's a giant pair of lips. You try to locate the doorhandle, but see only a disembodied plastic hand. No, it's not a nightmare, you've just woken up in the Sugar Gilder 'tribute to surrealism' room in Hotel Pelirocco on Brighton's seafront.

A novel awaybreak experience, each room in hotel Pelirocco is themed, or decorated by a specific artist, company or celebrity. Asian Dub Foundation and comedian Lenny Beige have both designed rooms, as has Sex Pistols sleeve artist Jamie Reid. Local heroes Skint Records have fashioned a parlour in their image and there are rooms dedicated to Muhammed Ali and *Quadrophenia*.

So where does the PlayStation 2 come in? Well, in addition to Nokia (who sponsor the conference suite) and Smint (who sponsor the bathrooms) Sony was one of the first organisations to get in touch with Hotel Pelirocco and ask to contribute. Hence the PlayStation bar, a themed

space subtly decorated with PS2 lamps and wall-hangings. Pride of place in the bar is a PS2 console which has been played by recent visitors including the many touring bands and DJs (not to mention Labour Party Conference delegates) who stop off at the hotel while working in Brighton. Each room has its own PlayStation, soon to be upgraded to a PlayStation 2 when supplies come in.

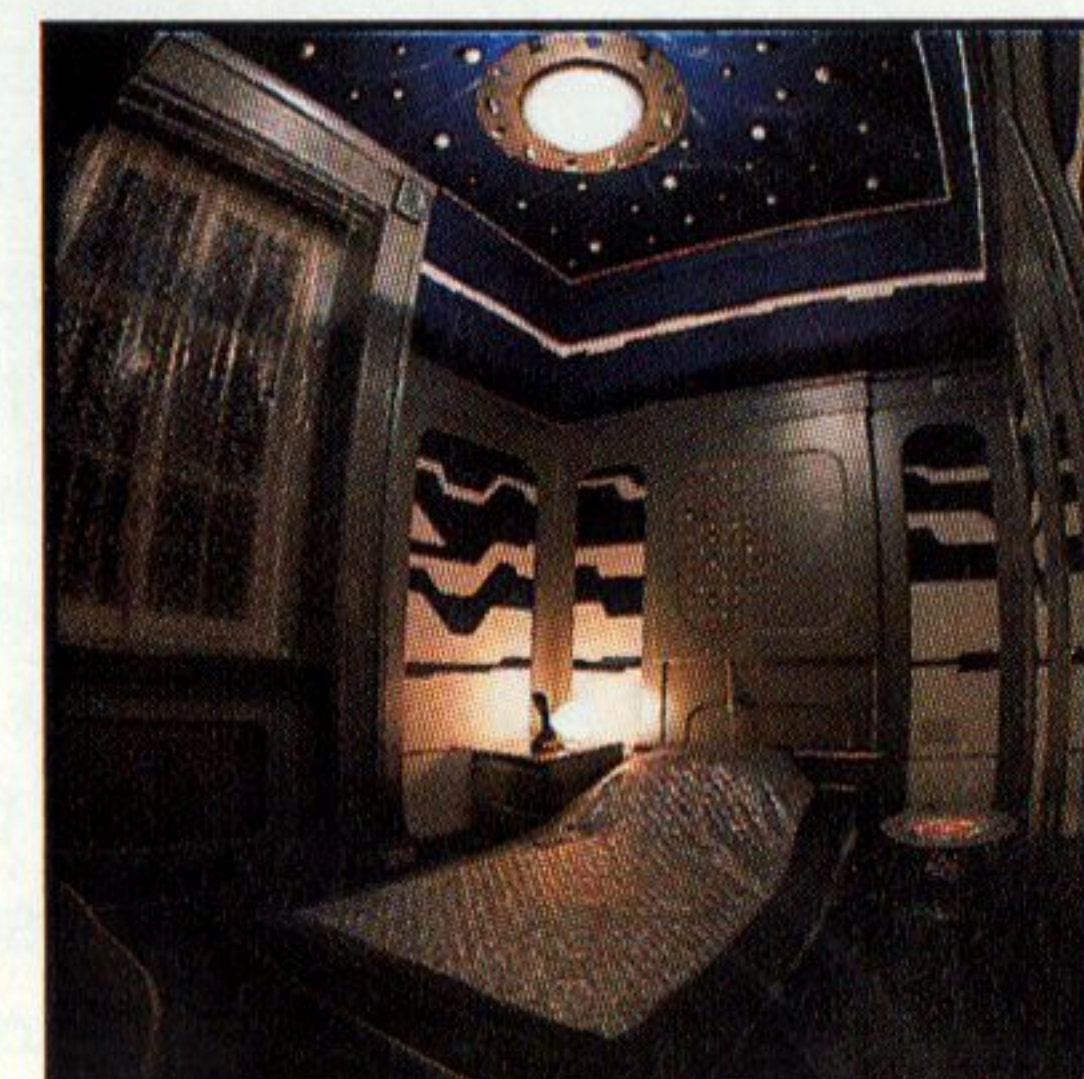
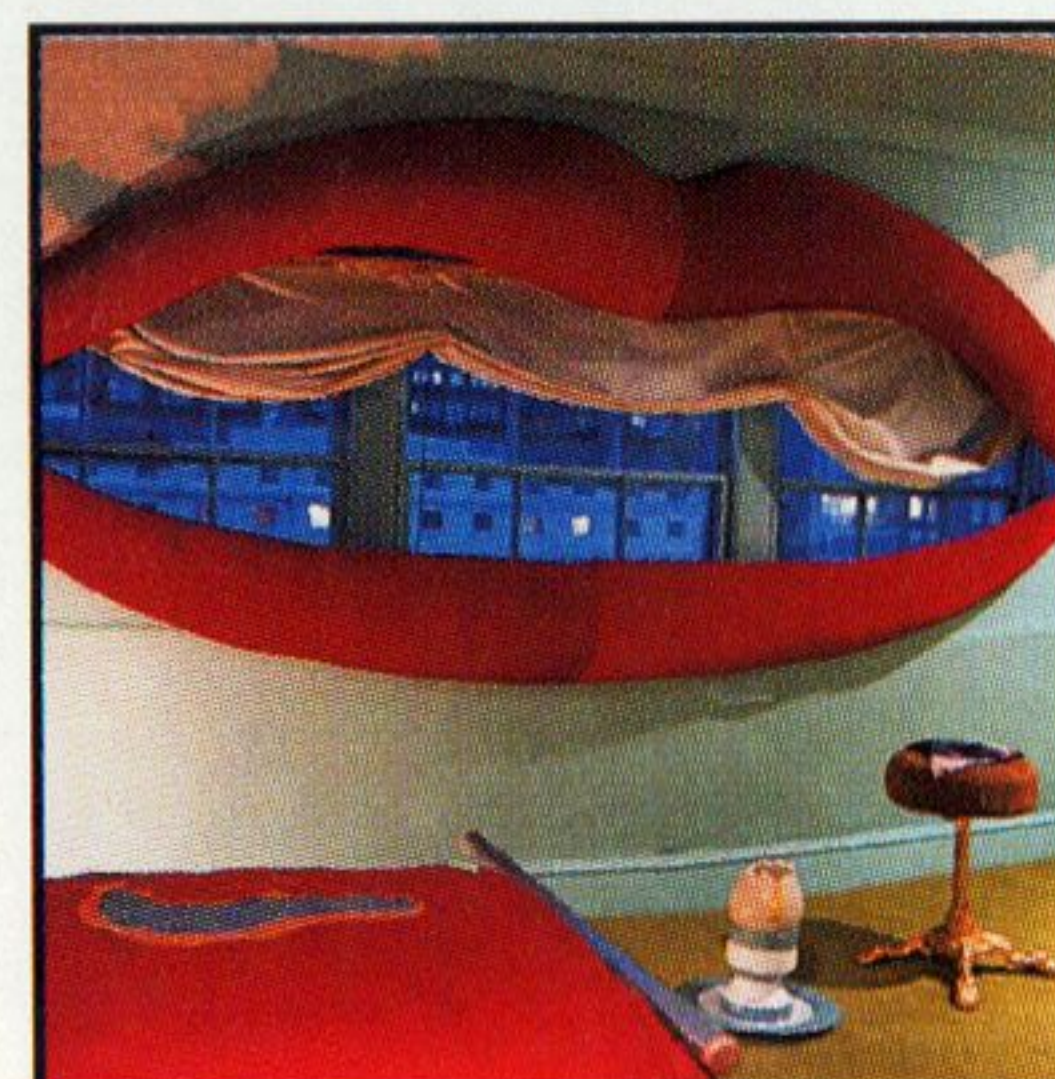
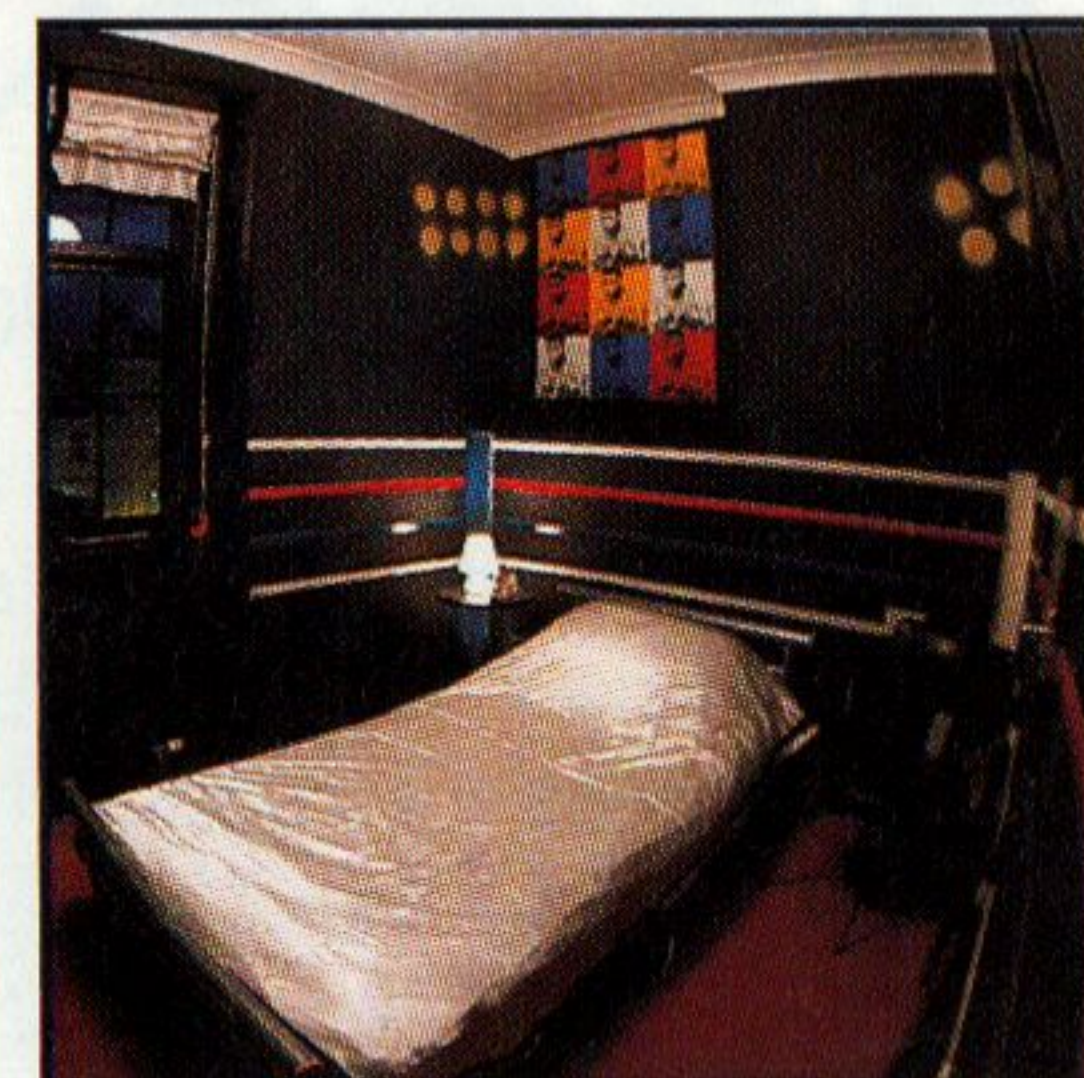
Opened in September, Hotel Pelirocco has been a labour of love for its proprietors Jane Slater and Mick Robinson. They converted the building from a twee, flowery guest house to its current hip state over the summer of 2000 and celebrated with a party so well attended that 250 people had to be locked outside.

With rooms ranging from £45 to £90 a night, a stay at Hotel Pelirocco is a novel, exciting, but not financially damaging experience. As DJ Heather from Chicago grabs a copy of *Gran Turismo 2* to take to her room and a loitering film crew down tools for a few quick laps on *Ridge Racer V* in the bar, it's obvious that the cool kids agree. **SR**

### ROOM WITH A PS2

A peek behind the doors of some of Hotel Pelirocco's unusual suites.

Clockwise from top right: Ali's Room, a tribute to the former Mr Cassius Clay; Sputnik, the space-themed room that's every kid's dream; Sugar Gilder – a 'tribute to surrealism' designed to thoroughly disorientate the unwary guest.



If you fancy a stay at this reasonably priced stylish hotel then contact them in through these details: Hotel Pelirocco, 10 Regency Square, Brighton, BN1 2FG. Tel: 01273 3327 055. Web site: [www.hotelpelirocco.co.uk](http://www.hotelpelirocco.co.uk)

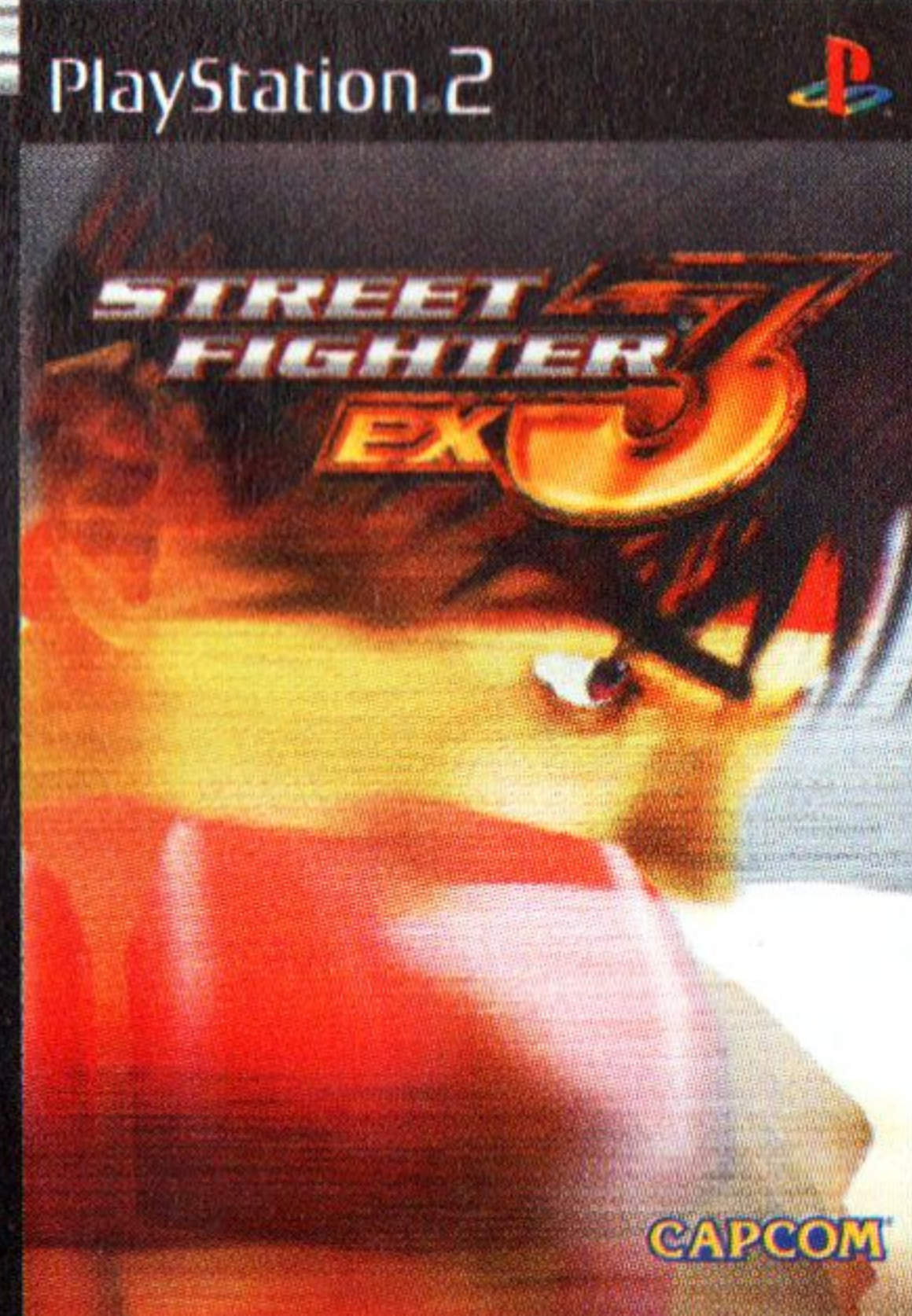


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TO GET MORE OUT OF A  
GAME, OR JUST TO GET INTO IT, PHONE



Elke Kusch: If you were shot before the opening credits, you'd have the hump too.

# RESURRECTION DAY

From the creators of *Silent Hill* comes the perplexing *Shadow of Memories*.

Expect a skewed take on reality, where things just aren't right...



KCET's *Shadow of Memories*: Not an *RC Revenge* spin-off then.

**IT'S NOT EVERY** PS2 release that introduces Faustian pacts, murder and resurrection to the survival horror genre before relocating the whole affair to an archaic German town, but then *Shadow of Memories* isn't any other game. Renamed from the Japanese *The Day and Night of Walpurgis* and out of the same KCET development team who created the spooky *Silent Hill*, *Shadow of Memories* is a self-styled mystery/suspense adventure where the main character, Elke Kusch, is suddenly murdered before the opening scene is out.

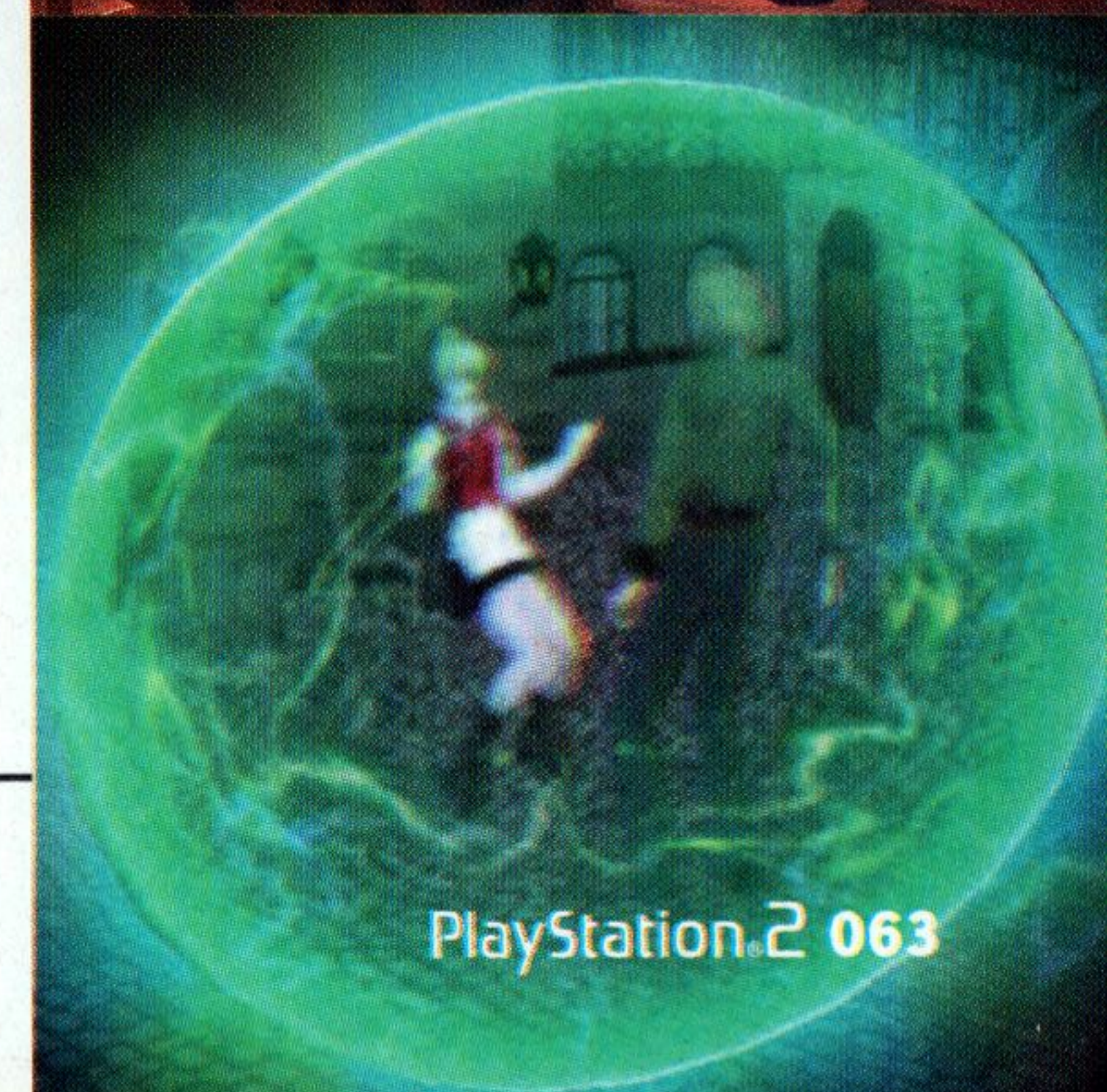
Kusch travels on to a mysterious nether world, where he makes a Faustian pact (selling your soul in return for a favour/special power) with a mysterious being by the name of Homunculus. Said Homunculus returns Kusch to the living world (disguised as someone else) before his death, where he then has only hours to solve and ultimately stop his own murder. But just who is this mysterious benefactor who grants Kusch this chance of rebirth, and what is the real reason behind this apparent 'kindness'?

Boasting the slogan 'Death teaches you how to live', *Shadow of Memories* looks more than a simple third-person adventure. Your character must solve clues in the time-honoured RPG/adventure fashion, but don't expect to be lead through *Shadow of Memories* by the hand. A lot of patience will be required as although characters will talk to you and point in the vaguely right directions (you can interact with any in-game character) there are

no easy answers or 'action' moves to push the plot along. Early reports also suggest *Shadow of Memories* won't feature any weapons, instead populating its huge 3D world with items to pick up, collect and use later in the game. Expect a lot of walking around a huge German city with not much else to do except watch, wait and make sure you're in the right place at the right time to travel to the next level.

All of which might not sound the most enthralling game for PS2 but God – or in this case, maybe the Devil – is in the details. *Shadow of Memories* begins at noon on the day of the murder, but Kusch will then be transported to other times and events in the past which will hopefully aid him in solving his own homicide. Kusch is transported to incidents caused by his ancestors, and encounters people who want to kill him because of these events. Is this the reason for Kusch's death? How can he change the past? Who is the mysterious fortune teller who gives Kusch 'prophecies of his destiny'? Why do all the characters say to Kusch, "You look familiar," or "Have we met before?" What character has Kusch adopted and what does this Homunculus really want with him?

With its unsettling atmosphere, sepia graphics, obscure story line and challenging gameplay, *Shadow of Memories* looks set to be one of the more interesting and genre-bending games to come out of Japan next year. Watch your back. And the clock... □ MG





# THE BEAUTIFUL

OPS2's rampant quest for PlayStation 2 perfection. This month: The first-person shoot-'em-up.

**1.** The dual-fire mode of Epic Games' *Unreal Tournament*, that allows you to choose different ways to dispose of enemies – including the use of the fabulous radio-controlled Redeemer missile. Pack in as many original weapons as possible, such as the parasites from Valve's *Half-Life* that when released, scuttle after the nearest human and attack.

**2.** Odd weapon themes, such as a practical joke set with explosive whoopee cushions, toxic stink bombs and detonating dog dirt. Also, a Smart Bomb weapon would be cool – a bit like the BFG from id's classic *Quake* but with the destructive power to wipe out a huge area.

**3.** The radar from Rare's *Perfect Dark* and Free Radical Design's *TimeSplitters* is a very useful device for finding enemies that are hiding round corners.

**4.** Incorporating the ultra-violence of *Quake III Arena* and *Unreal Tournament* and combining it with the best bits from Paul Verhoeven's movies (*RoboCop* and *Starship Troopers*) would add a realistic gore factor. Also include limb-hacking shenanigans of Raven's bloody *Soldier of Fortune*.

**5.** The combined level design genius of *Half-Life* and Rare's *GoldenEye*, but as well as dank dungeons and future worlds, include scarily accurate levels based on a town/office/hospital/sports centre complete with people you know and celebrities that have been face-mapped into the game. Want to dismember Craig and Mel in the Big Brother house?

**6.** In the single-player mode, feature the involving storyline of Ion Storm's *Deus Ex*, complete with RPG elements that allow you to adapt and change your character's personality and powers – such as speed and weapon skill.

**7.** Deathmatch arenas could also include large outdoor settings, where you can hi-jack vehicles and run people over in the style of SCI's *Carmageddon*.

**8.** The Mapmaker function from *TimeSplitters*, with a feature to import your own pictures, textures and items.

**9.** Personalised screams, shouts and swearing, plus physical taunts such as 'licking the Vs'.

**10.** The superb multi-angle replays from EA Sports' *SSX*, coupled with the film editing suite from Reflections' *Driver 2*, so you can see the best frags, make your own ultra-violent movies and save them to Memory Card or Hard Disk Drive.

**11.** The split-screen deathmatch of *TimeSplitters* with the intelligent bots from *Unreal Tournament* and *Quake III Arena*.

**12.** Heaps of multiplayer games including the classic Capture The Flag, Assault and Deathmatch, plus elements from the magnificent Counter-Strike PC modification for *Half-Life* where you play terrorists or anti-terrorist units, fighting over terrified hostages.

**13.** A destructible environment from Volition's *Red Faction* that allows you to topple walls, buildings and heavy objects onto unfortunate foes, would be a very useful addition.

**14.** Nazis – always make the best baddies – from id's classic *Wolfenstein*.

**15.** The superb sniper headshots from *Unreal Tournament*.

**16.** Mounted guns make for some of the best weapons, some from DreamWorks' *Medal of Honor* and the air strikes from *Half-Life* would do the job nicely.

**17.** There's nothing to get you more scared and in the mood than dimmed lighting and eerie sound effects. *Quake III Arena* and *Half-Life* set the precedent in this area.

**18.** Works on various dimensions, in that if you're killed, you go on to a 'lifematch' in the nether world where you fight other dead players to win a chance to return to the main deathmatch arenas.





\*A Dream Frag

# GAME

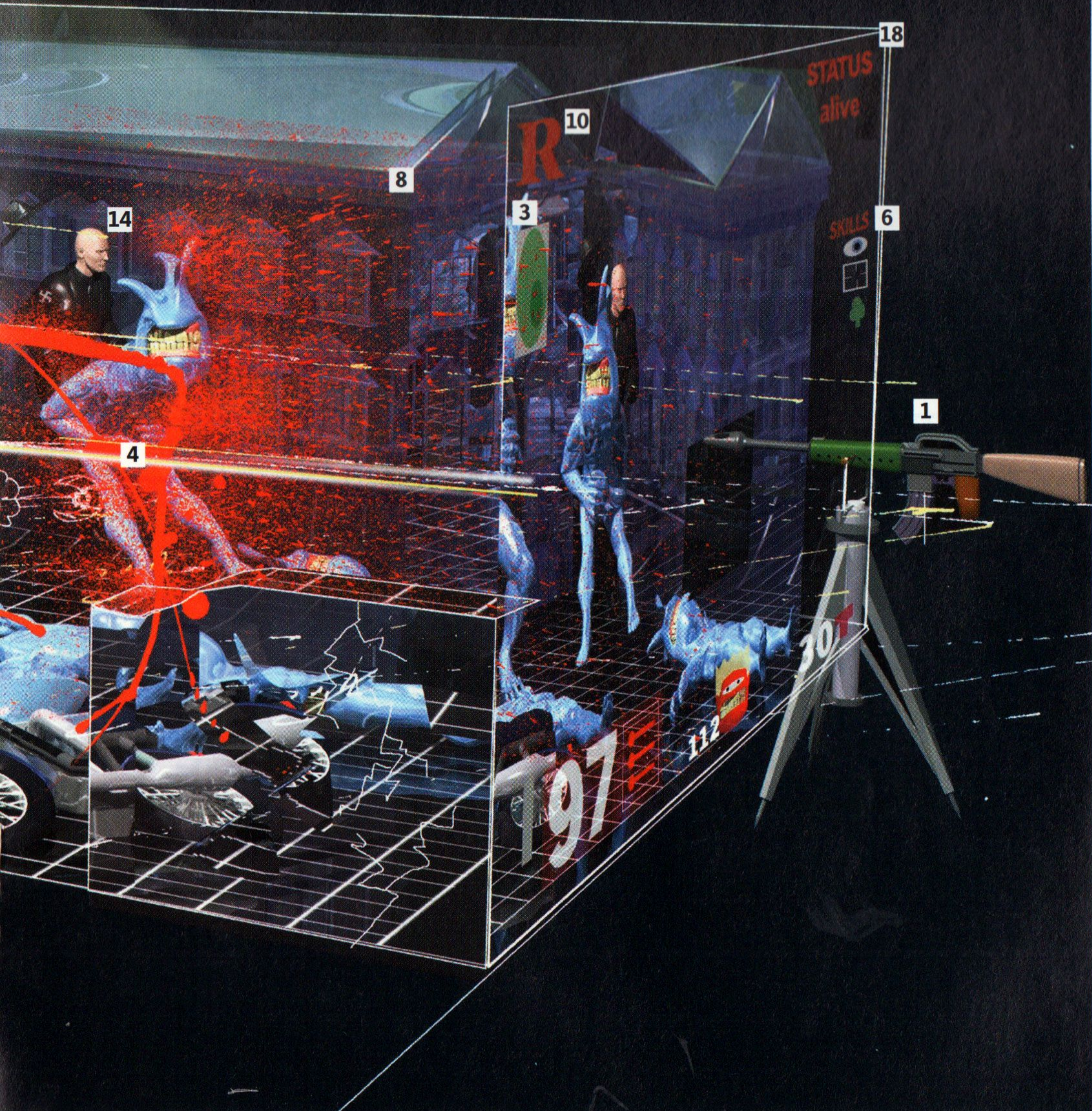


ILLUSTRATION: DANIEL MACKIE

## PlayStation 2 RELEASE DATES

GAME NAME	GENRE	PUBLISHER
<b>December</b>		
Army Men: Sarge's Heroes 2	Adventure	3DO
Dead Or Alive 2	Beat-'em-up	SCEE
Disney's Dinosaur	Adventure	Ubi Soft
ESPN International Track & Field	Sports sim	Konami
ESPN Winter X-Games	Sports sim	Konami
F1 Championship Season	Racing sim	EA
The Jungle Book	Adventure	Ubi Soft
Kessen	Strategy	EA
NBA 2001	Sports sim	EA
Quack Attack	Platform	Ubi Soft
Stepping Selection	Dancing	Jaleco
Surfing H30	Sports sim	Take 2
<b>January 2001</b>		
Armoured Core 2	Strategy/Shoot-'em-up	Ubi Soft
Driving Emotion Type-S	Racing sim	EA
ESPN NBA 2Night	Sports sim	Konami
ESPN Hockey Night	Sports sim	Konami
Eternal Ring	RPG	TBA
Evergrace	RPG	TBA
F1 Racing Championship	Racing sim	Ubi Soft
Rayman Revolution	Platform	Ubi Soft
Robot Warlords	Strategy/Shoot-'em-up	Midas
Star Wars: Starfighter	Shoot-'em-up	Activision
Street Fighter EX3	Beat-'em-up	Capcom
Unreal Tournament	First-person shooter	Infogrames
<b>February 2001</b>		
7 Blades	Action/adventure	Konami
Army Men: Air Attack 2	Action/adventure	3DO
Stunt GP	Arcade racer	Virgin
<b>March 2001</b>		
Commandos 2	Strategy	Eidos
F1 2001	Racing sim	SCEE
Gauntlet: Dark Legacy	Action/adventure	Midway
Gran Turismo 3	Racing sim	SCEE
Herdy Gerdy	Platform	Eidos
Legacy Of Kain: Soul Reaver 2	Action/adventure	Eidos
MDK2 Armageddon	Action/adventure	Interplay
Project Eden	Action/adventure	Eidos
Rally Circuits Africa	Racing sim	Rage
Shadow Of Memories	Adventure	Konami
The Bouncer	Action/adventure	Square
The Summoner	Adventure	THQ
The World Is Not Enough	First-person shooter	EA
WipeOut Fusion	Arcade racer	SCEE
WDL: ThunderTanks	Strategy/Shoot-'em-up	3DO
ZOE (Zone Of The Enders)	Action/adventure	Konami
<b>Unconfirmed first quarter 2001</b>		
Age of Empires 2	RPG	Konami
Drop Ship	Action/adventure	SCEE
Ephemeral Fantasia	RPG	Konami
Extermination	Adventure	SCEE
Grand Theft Auto 3D	Driving/Strategy	Take 2
Knockout Kings 2001	Sports	sim EA
Music 3	Music creator	Codemasters
Oni	Adventure	Take 2
Red Faction	First-person shooter	THQ
Silpheed	Action/Shoot-'em-up	Virgin
Sky Gunner	Arcade flight sim	SCEE
Sky Odyssey	Arcade flight sim	SCEE
Street Lethal	Arcade racer	Activision
Technomage	RPG/Adventure	Infogrames
Tiger Woods PGA Tour 2001	Golf sim	EA
Titanium Angels	Shoot-'em-up	SCI
The Getaway	Arcade racer	SCEE
The Gift	Adventure	Cryo
UEFA 2001	Football sim	Take 2
<b>Unconfirmed second quarter 2001</b>		
Carrier	Adventure	Jaleco
Kart Fury	Arcade racer	Midway
Lotus Challenge	Racing sim	Virgin
Master Rally	Racing sim	Microids
NBA Hoopz	Sports sim	Midway
No One Lives Forever	First-person shooter	Fox
Spy Hunter	Arcade racer	Midway
Star Wars: Super Bombad Racing	Kart racer	Activision
<b>Unconfirmed third quarter 2001</b>		
Wing Over 3	Flight sim	JVC
<b>Unconfirmed fourth quarter 2001</b>		
Metal Gear Solid 2: Sons Of Liberty	Action/adventure	Konami
Starsky & Hutch	Action/adventure	Empire
The Italian Job	Arcade racer	SCI

\*Game release dates are correct at the time of going to press. All names and dates are subject to change.



Happy Times: Robert Pires was a member of the Euro 2000-winning French team.

PHOTOGRAPHY: SIMON DODD

# ROBERT PIRES: THE SIX MILLION DOLLAR HOMME

For the first time ever, Konami's PS2 version of *International Superstar Soccer* boasts proper player names. French national and Arsenal midfielder Robert Pires is one of them. Oh, and it was six million pounds...

Pires unleashes a vicious shot, intercepted by Dailly for Scotland.

**IT IS UTTER CHAOS** in London's Sports Café. Photographers are clambering on chairs, while representatives from Konami and Umbro mill around looking fraught. The reason for this madness? Robert Pires, a key member of France's World Cup and Euro 2000 double-winning side and current owner of the Arsenal number seven shirt, is playing the PlayStation 2 version of *International Superstar Soccer*. Badly. But if the French winger is bothered by his abject on-screen display, it doesn't show. In

fact, as *Official PlayStation 2 Magazine* sits down to chew the fat with the genial Frenchman, it seems that nothing fazes him in the least.

And why should it? At 26, Pires has won the most coveted medal in football, and is also enjoying something of a purple patch for Arsenal. Following his last-ditch cross that resulted in Trezeguet's winning goal against Italy in the Euro 2000 final, Robert Pires is hot property. Arsenal fought off a rival bid from Real Madrid to tempt the winger from Marseilles to Highbury for a fee of £6m. It was originally intended that he would play on the left tucked behind Marc Overmars, but the Dutchman's £32m move to Barcelona with Emanuel Petit has given him a free reign – and he has rapidly won over the Highbury crowd. Not, of course, that Pires ever worried about replacing Overmars. "What's the point of worrying about it? It is the nature of football," he says through his interpreter. "At this level there will always be

//Winning both the World Cup and Euro 2000 was absolutely incredible//





An ISS replay captures the Gallic midfielder's storming run towards goal.



//I like ISS as it's fast and shows that football games are getting better//

good players and there will always be competition for places. It's no different from my position with the French squad. I just go out and do my best."

## GALLIC CHARM

This isn't arrogance on Pires' part though; it's just that playing at some of the biggest stages in football means that he is a little more laid back than most. "Winning both the World Cup and Euro 2000 was incredible," he says in his quiet tones. "They were fantastic games, and setting up the goal for Trezeguet, was a great feeling." But surely he must have been a bit nervous? Apparently not. "We all know we can play well together and that is good for the team's confidence," he argues. "We also have great team spirit. I never get nervous before a big game now. We just play music as loud as possible and dance and shout before we go out on the pitch."

Pires' enthusiasm is contagious and he is obviously enjoying his game at the moment. Arsenal are riding high in the Premiership and giving Manchester United a run for their money in what many thought would be a one-horse race. Arsenal have also won their Champions League group at a canter to go through to the next round, whereas United squeezed through. Pires is fully aware of the competition between Arsenal and Manchester United, but admits that the 1-0 win over Fergie's Red Devils was

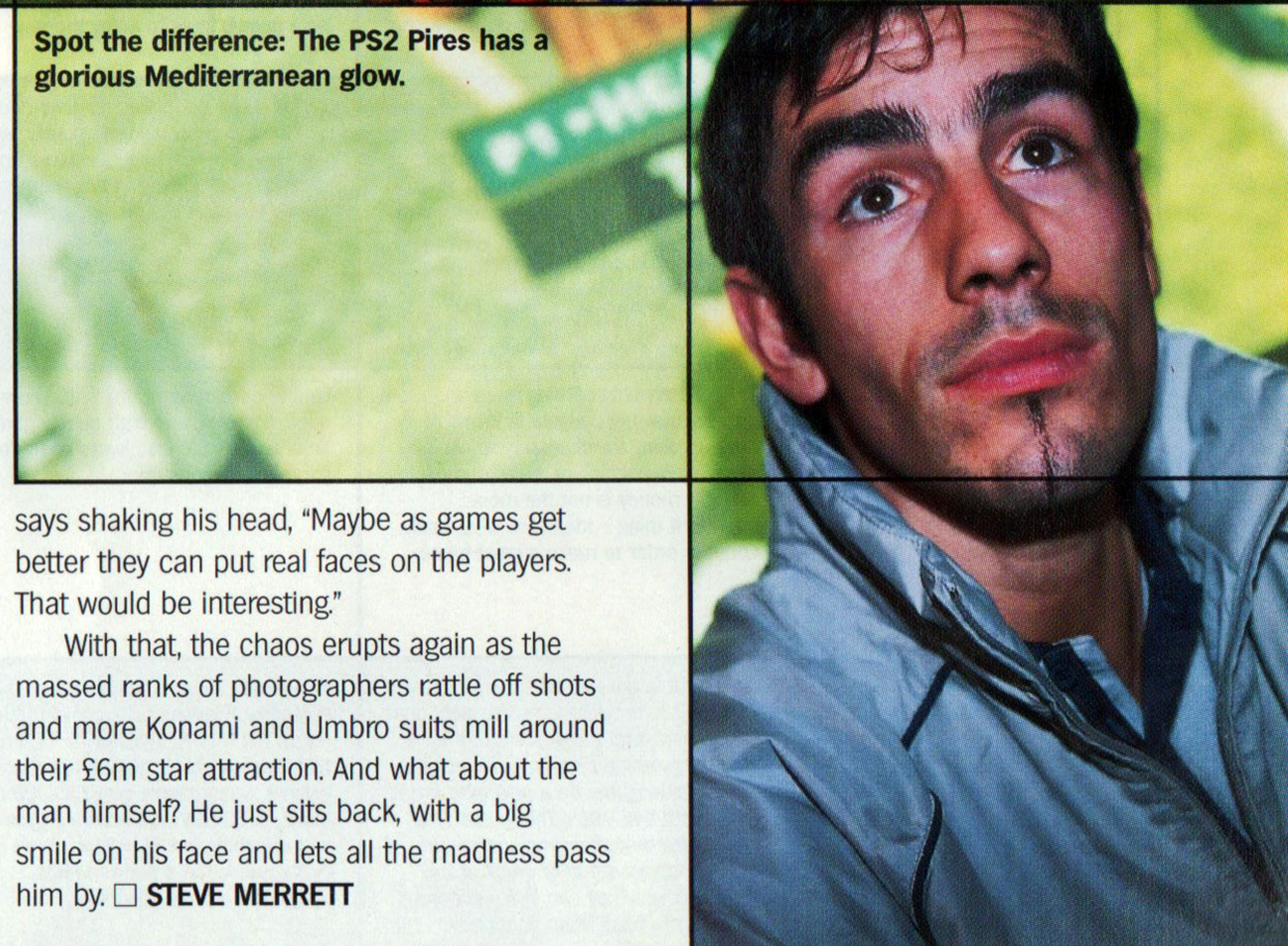


incredibly satisfying. "The win against Manchester United gave us a real boost as it was a tough game – very difficult and competitive – but it shows that we are serious about winning the Premiership," he says. It was also a fitting revenge for the Champions League heartache Pires experienced at the hands of the Manchester giants during his spell at Marseilles. "It was in the 1999 season when they won," he says ruefully, "That was the toughest game of my life."

Having seen him uncharacteristically spoon shots wide and send crosses into nowhere with the Konami game, is he a big videogame fan? "Yes, I am, but I prefer to play tennis games," he admits. "I like ISS as it is fast and it shows that football games are getting better all the time, but it is something I do everyday and occasionally want to get away from." And has he seen the less-than-convincing portrait of himself in the game's French squad? "Yes," he



Spot the difference: The PS2 Pires has a glorious Mediterranean glow.



says shaking his head, "Maybe as games get better they can put real faces on the players. That would be interesting."

With that, the chaos erupts again as the massed ranks of photographers rattle off shots and more Konami and Umbro suits mill around their £6m star attraction. And what about the man himself? He just sits back, with a big smile on his face and lets all the madness pass him by. □ **STEVE MERRETT**





## SIT DOWN

Graduate has designs on the PS2

If you've ever settled back into a tatty patchwork chair to play your ultra-modern PlayStation 2, you should maybe think about investing in a new piece of gaming furniture. Design graduate James Bowskill has the ideal solution with a smart booster seat that's currently on show with accompanying PS2 at the Paul Smith Jeans store in London.

"The design came from experiments in ambiguous seating," Bowskill explains to *OPS2*. "Furniture shouldn't be too demanding – it should let you adapt it to your needs, perhaps even let you decide what it is." Bowskill is also busy working on a complimentary unit to hold your burgeoning PS2 games collection and a new piece inspired by Stanley Kubrick's *2001: A Space Odyssey*. The seat is available to buy online from contemporary art and design company Unit 26 for a designer price of £549.90.

Web site: [www.unit26.com](http://www.unit26.com)



## PAINT AND CLICK

Art insanity with Japanese kids game *Bikkuri*.

In amongst the blistering next gen fighting, driving and blasting PS2 games released in Japan, is a joyously silly piece of software by the maker of PSone thriller, *Chase The Express*. *Bikkuri* is a drawing game developed by Sugar & Rockets that features two cartoon characters, Chigoma and Milch, who zip about the screen sketching flowers, monkeys and all manner of bizarre creations in a *Roobarb* and *Custard* wobbly pen style.

For less than the price of a regular title, *Bikkuri* and the additional mouse and mousepad package allows players to draw freehand or use a magic pen to create sunflowers, clouds, lakes and animations including aeroplanes and rocket ships. Chigoma and Milch can express their artistic tendencies on a range of unconventional

canvasses and can also indulge in mini-games such as egg juggling in a room packed with rastafarian sausages.



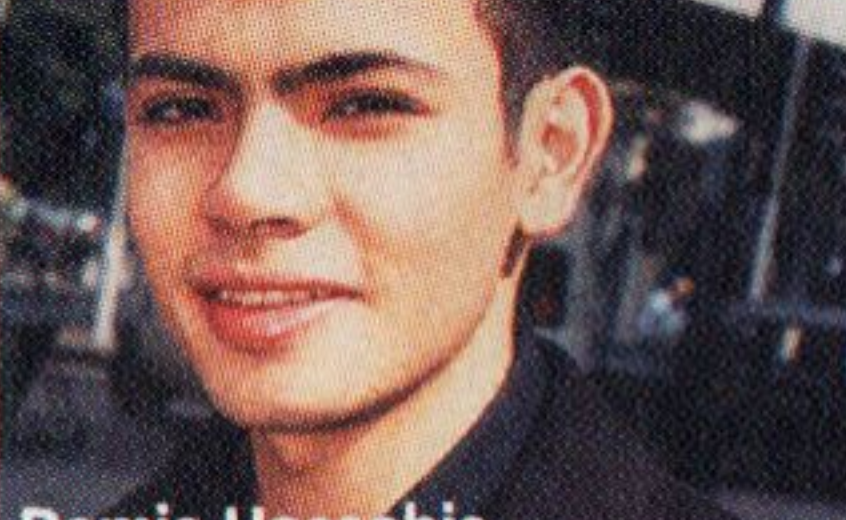


Wonderfully weird and great fun, *Bikkuri* is notable for its pioneering use of a USB mouse, which is set to feature in an increasing number of PS2 titles – including the decidedly more violent first-person shooter *Unreal Tournament*.

Web site: [www.sugar-rockets.co.jp/bikkuri/index.html](http://www.sugar-rockets.co.jp/bikkuri/index.html)



## 5x5

We ask five pressing questions to five interesting people who should know the answers. This month: Videogame budgets.

	Videogames now cost millions of pounds to make. Is it still possible for a bedroom programmer to produce a low-budget smash?	Are bigger budgets and longer development times a good thing for videogames?	What in your opinion, is the minimum amount of money you have to invest in a modern videogame?	Is there enough financial support for videogame developers and publishers?	If an individual has a killer idea for a videogame, what's the best way of raising money to develop it?
 <b>David Braben</b> co-creator of <i>Elite</i> and founder of Frontier Developments	It's getting harder as people's expectations rise. But, a mould-breaking title like Chris Sawyer's <i>Rollercoaster Tycoon</i> was done by just two people, so it is possible. Whether PlayStation 2 is an appropriate platform for these is another question – given the cost of development kits for someone working from home and SCE's rigorous approval process, which can end up very costly in itself.	No. One of the problems is it encourages the financial people to be even more cautious, when it comes to risking huge amounts of finance, so games can end up very derivative – the 'safe' option. The up-side is that games are getting a lot better, both in the amount and the quality of content.	Well, what is the minimum amount you have to invest in a modern film? The occasional low-budget game or film (eg <i>The Blair Witch Project</i> ) succeeds, but most do not. These days, for both films and games, a great deal of expenditure is required on marketing before the large chainstores will even give shelf space – frequently more is spent on marketing a game than on development.	We are in a transitional period, as budgets move towards those of film. Finance methods will have to do something similar too, though this has not yet happened. Currently most games are financed by publishers, or occasionally by developers, and such finance is always in short supply.	Sadly many 'killer ideas' are sent to developers and publishers each week and languish unread. Making games ideas happen, particularly if they are original, requires a lot of courage and determination. Working at a developer or publisher may allow you to get a track record, and you could then suggest your idea at a later date. <i>Check out <a href="http://www.frontier.co.uk">www.frontier.co.uk</a></i>
 <b>Ian Livingstone</b> Chairman of Eidos Interactive	Anything is possible in this industry but the chances of this happening are becoming very slim indeed. Advances in technology necessitate large teams of programmers and artists and there is no getting round this. Consumers now expect rich gaming worlds displayed at near TV broadcast quality and it is impossible for a person to do this alone.	Publishers usually fund development and certainly don't welcome larger costs. But it's inevitable that costs will increase. However, the market is also increasing in size as gaming becomes part of the mainstream entertainment industry. The lavish worlds created in videogames these days means that you don't have to be a games freak to enjoy them.	The more money is thrown at a game doesn't guarantee that the game will be a hit. Looking again at the film industry, there have been many big ticket films that have been box office disasters. However, to make a game these days does require funding of at least £1 million if no corners are to be cut.	Developers always want more so that they can make 'the next big thing' whilst publishers always want to limit their exposure to any particular title. At the end of the day, the market dictates who gets what with the best developers getting the biggest budgets from the publishers and the best publishers attracting most investment.	If they have no team or track record, there are really only two choices; either take the idea to an established developer or to a publisher who might be prepared to buy into the idea. Full documentation and graphic style is a minimum and proof of technology is a big plus. Be prepared to receive a lot of negative feedback initially but don't give up. <i>Read the Ian Livingstone interview on page 36.</i>
 <b>Demis Hassabis</b> Managing Director of Elixir Studios	It would be difficult. The main problem is the currently high public expectation of production values which are hard to meet without serious funding no matter how good your ideas are. However, to compensate for this there are now a lot more ways for individuals to gain access to working in the industry.	I think it is a double-edged sword in that it will mean more and more amazing games will be created, but development times are really starting to become scarily long and therefore the risks involved with funding such projects will start becoming prohibitively high.	I think if you were to start developing a large original game for a next gen console you would need a minimum of £2 million.	I think the government could do more to help an industry that after all is a big net exporter for the UK. Also, I think the City needs to better understand the games business and its cyclical nature.	In this day and age you need a track record before you can get the sort of backing to create a big game. The first thing to do is work on one or two big games. Then if you take your idea round to publishers, and it's good, you should be able to generate a lot of interest.  <i>Republic will be released next year.</i>
 <b>Yves Guillemot</b> President of Ubi Soft	The industry is becoming more and more professional. Big budgets in terms of development, are necessary to exploit the huge capacities of the new consoles. But still, money is not the most important thing – ideas are what really count in order to make a great game.	Longer development times do allow huge, complex, and high quality games to be created, which is always going to be good for the consumer.	It depends very much on the game and on the format. It can vary from 20 people to 200 people involved in the development of a game.	The videogames industry is a profitable industry and therefore the financial community is interested in supporting it.	They should come and find us. Through co-production agreements we work with third party developers in order to help them finish their game when we find that there is a potential hit somewhere.  <i>Rayman Revolution is reviewed on page 124.</i>
 <b>Jon Hare</b> Sensible Soccer guru and Head of Design for Codemasters' London Studio	It is possible but low budget still means £500,000 in order to compete with what is out there. And the amount of time it takes to produce a commercial quality original videogame on a new platform is now about two years. This is just long enough for most fledgling companies under financial strain to crack at the seams, unless they can find a generous publisher to back them financially.	Statistically there is more chance that a derivative, licensed or sequelled title will return the money invested in it than a truly original game. It used to be worth the risk when games cost £50,000 to make, but those days are long gone now and splashing out £1 million on an idea that some kid in a bedroom has represents a huge gamble.	To make it commercially competitive I would say a very shrewdly spent £1 million to £1.5 million on one platform and then add between £250,000 and £500,000 on top per extra platform.	Our business is very successful in the collective but hugely risky on an individual basis. The winners will become very rich and help to bolster the industries financial image, but 80 per cent of the companies will make games which lose money. As an investor this equates to something of a huge gamble.	The one outlet still available to a smaller developer is handheld games software – such as the Palm Pilot or Game Boy Color. The next step is finding good accountancy and legal advisers, then either a deal with a publisher, or financial backing en route to a deal with a publisher. Just breaking even is a success for your first game. <i>Prince Naseem Boxing is out on PSone now.</i>



IF YOU DON'T  
LIKE FOOTBALL  
YOU'LL HATE

**tif**   
THIS IS FOOTBALL 2™

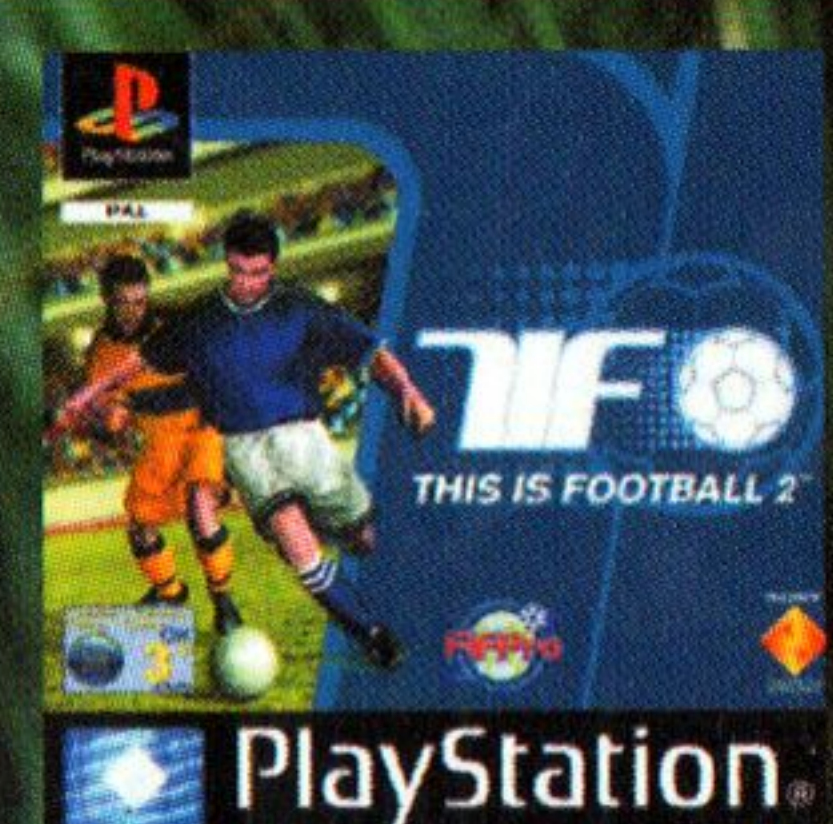
But if you do, you'll love it. "This is Football 2" is the product of an all-consuming passion for the game, it's the real thing with real players, from your favourite superstars to playing with jumpers for goalposts. This is simply football at its best.

'Coming out to play then?

DO NOT UNDERESTIMATE  
THE POWER OF PLAYSTATION



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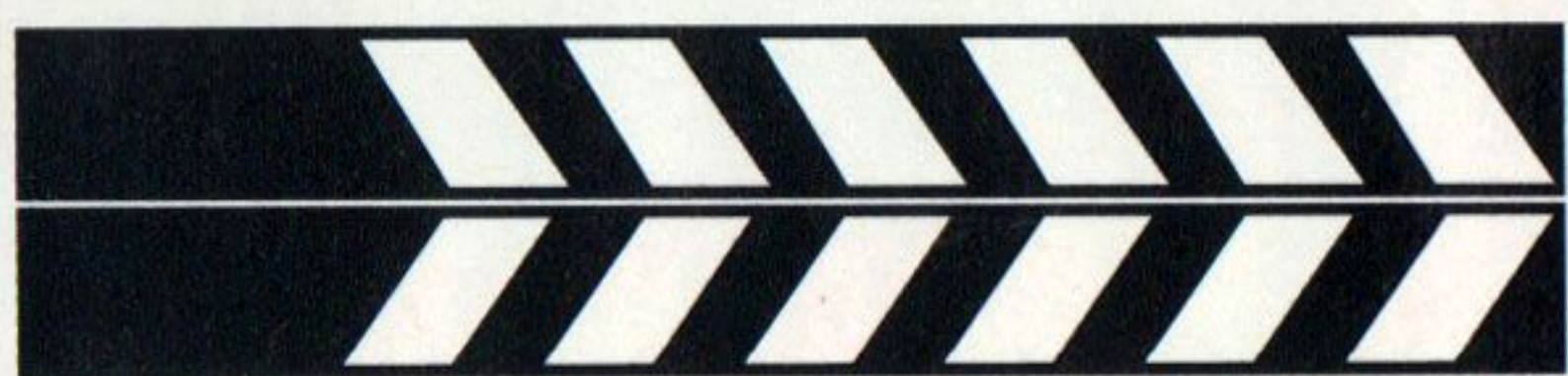
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Angelina in repose: it's fair to say, we think, that this is not one of the costumes featured in the movie.







PlayStation<sup>2</sup> AT THE MOVIES

#1

## TOMB RAIDER: THE MOVIE

WORDS: MATT BIELBY

# RAID IN ENGLAND

*Tomb Raider: The Movie* is currently shooting at Pinewood. This issue's 'PS2 At The Movies' kicks off with the first of our ongoing film reports.



The concept of films based on videogames normally fills right-thinking people with dread – memories of *Super Mario Bros* and *Street Fighter* are understandably hard to shift. But June 2001 should see the arrival of a film to break that tragic trend – Paramount Pictures' *Tomb Raider*. Based on the long running Eidos game series, one of the undisputed hits of PSone and due to arrive on PS2 in *Tomb Raider: Next Generation* form at Christmas 2001, it features the charismatic archaeologist-cum-adventurer Lara Croft in a suitably spectacular globe-trotting quest. Crucially, *Tomb Raider* stars a more realistic, even down-to-earth, heroine than gaming's other primary-coloured icons, which should make for a more generally palatable adventure.

'Down to earth' being of course, a relative term – Lara Croft-meets-James-Bond-meets-Indiana-Jones-lifestyle is hardly the stuff of Mike Leigh storytelling. On hand to realise this larger-than-life rollercoaster ride – and Paramount's chief combatant in next year's summer blockbuster face-off – is a team well-used to such over-the-top action fare. The producers include Lloyd Levin (*Mystery Men*, *Event Horizon*), Colin Wilson (*Jurassic Park: The Lost World*) and *Die Hard*/*Predator*/*Point Break*/*48 Hours* veteran Lawrence Gordon. Behind the camera is the British commercials director Simon West, best known for helming 1997's Nicholas Cage actioner *Con Air* and the more recent John Travolta effort *The General's Daughter*, while stunts and second unit direction is courtesy of Simon Crane, whose movies include *Braveheart*, *Titanic*, *Saving Private Ryan* and all the recent Bond films.

In front of the camera the talent is impressive too, though largely built up of good British actors on the verge of becoming famous, rather than established box office names. Chief amongst these are blonde, lean-faced Scottish actor Iain Glen as the main villain, Daniel Craig (craggy star of the TV show *Our Friends In The North*) as one of Lara's tomb raiding rivals/accomplices, and comic actors Chris Barrie (Rimmer in *Red Dwarf*) and Julian Rhind-Tutt (the tall, floppy-haired star of sitcom *Hippies*) in supporting roles. Lara herself is played by the gorgeous, lippy Angelina Jolie, daughter of screen legend Jon Voight (who appears in a cameo role as her father, British nobleman Lord Croft) and an actress who's carved out an enviable career in recent

years switching between blockbusters (*Gone In Sixty Seconds*, most recently) and award-winning character turns. Few actors of her age boast such a collection of Oscars (for a scene-stealing supporting role in *Girl, Interrupted*) and Golden Globes, which bodes well for the finished movie being more than just the usual dumb action-fest. "She trained very hard for this role," says director West, "and physically embodies the character so well, sometimes you forget she's not Lara Croft. Even her accent and mannerisms as Lara are perfect. I've never seen anything like it."

*Tomb Raider's* exact plot remains a closely guarded secret, but is known to involve a global chase to track down vital – and dangerous – ancient artefacts *Raiders of the Lost Ark*-style. Rejecting the expected Egyptian-type scenarios, the final script – by no means the first one written for this movie, and heavily revised by Simon West himself – takes Lara to such spectacular locales

**//Angelina trained very hard for this role. Sometimes you forget she's not Lara Croft//**

as the snowy wastes of Iceland and Cambodia's spectacular Angkor Wat temple, while interiors, including some truly spectacular 'tomb' sets, were created on the vast 007 stage at London's famous Pinewood Studios.

OPS2 recently visited the shoot at Pinewood, and while currently sworn to secrecy on what it witnessed there, can confirm that the movie looks highly promising – and spectacular. Next issue we should be able to run the first official pictures of Angelina Jolie in costume, while in later months we'll be following the progress of this film right through to its premiere. After all, this is an important project for us. Not only does it promise to be a turning point in the ever growing fame of a certain digital heroine, it should also have considerable impact on the mainstream acceptability of videogame culture in general – something, of course, that PS2 technology promises and *OPS2 Magazine* is right behind. More next issue, but in the meantime feast your eyes on Angelina, and pray the end results live up to all that promise. □



**CROFT  
CONFIDENTIAL**  
Assorted factoids and rumours from the set (and beyond).

### ASTON MARTIN

Lara is said to drive a number of British vehicles in the film, including an Aston Martin Vanquish, the luxury sports car manufacturer's yet-to-be-released V12-powered, 190mph flagship. No news about whether it comes armed with weapons, James Bond-style, or what sequences it appears in, but its combination of high tech construction (it uses a lot of aluminium and carbon fibre), aristocratic looks and sheer power make it an ideal mount.

### CROFT MANOR

Hatfield House in Hertfordshire stands in for the exteriors of Lara's ancestral home and base of operations, Croft Manor, while extensive Pinewood sets reproduce its interior. Again, few details are known, but a large scale fight sequence is said to take place here.

### SIMON WEST SPEAKS

In an brief online interview about the film, director Simon West has explained some of the elements that attracted him to the film. "I don't want to portray England in a clichéd manner," he explained. "I am focusing on Lara's character and her whole world as very fresh, stylish and cool. The film uses the historic and polished character of England combined with cutting-edge, innovative technology." More interesting yet, he likened the film a number of impressive historical epics. "The classic quest movies and big epics have always been inspirational to me. I would say in particular, *Doctor Zhivago*, *Lawrence of Arabia*, and *The Conformist*" The latter being an ambitious meditation on the rise of Italian fascism by Bernardo Bertolucci. Looks like West won't be happy with merely an average dumb summer action movie, then...





Namco's classic fighting game and its bizarre characters and plot could make for an interesting movie. Read on...





PlayStation<sup>2</sup> AT THE MOVIES

## #2 LEGENDS OF TEKKEN

WORDS: GUY HALEY

# EXIT THE DRAGON?

*Street Fighter* as a precedent, a mysterious Hong Kong production company, threat of legal action... Can *Tekken* make it to the silver screen?



It's two decades since the silicon revolution catapulted digital entertainment into the living rooms of virtually every home in the land, but the videogame and movie industries still consistently fail to cement themselves together in a workable marriage.

The same applies the other way too. Most games launched off the back of movies – see *Batman and Robin*, *Tomorrow Never Dies*, *The X-Files*... – are just as awful. The sheer volume of these lucrative beasts has also provided the odd hit (*GoldenEye*, *Alien Resurrection*, *Die Hard Trilogy*), but only when decent game developers have been invited along to the party.

However, hope started to appear on the horizon back in 1999 that this situation could change. A budget-laden *Tomb Raider* movie (see page 51) was announced while a few thousand miles away, reports surfaced that a film based on the mega-successful *Tekken* series was underway at Stareast Studios of Hong Kong, the very heart of the Kung Fu film industry. Featuring many of South China's biggest film names, *Legends of Tekken* was pitched as a fast-paced action film in the grand oriental tradition and, while no Hollywood blockbuster, would be the hard-core superhero-action flick videogame fans had been craving.

Unfortunately, it wasn't as easy as that. Pay attention, we want to tell you a story...

### MADE IN HONG KONG

Hong Kong cinema has a massive following, with Far Eastern audiences for Hong Kong movies often dwarfing those of their Western competitors. Films like *The Matrix*, which 'borrow' from Hong Kong action flicks, are a testimony to the genre's dynamism, while the crossing of the language barrier by stars and directors such as Jackie Chan, Michelle Yeoh, Chow Yun Fat and John Woo reveals the growing popularity and influence in the West of this genre of film.

The adding of *Tekken* into this cauldron was the most obvious and perfect of ideas. *Tekken* is a martial arts fighting game, *Legends of Tekken* would be a martial arts fighting film, and nobody in the world makes martial arts fighting films better than the filmmakers of Hong Kong.

A cast and crew was announced. *Legends of Tekken* would be directed by the Peking Opera School-trained

Corey Yuen, a veteran director with over 31 films and two decades' worth of experience under his belt. Yuen's last mainstream job was Action Scenes Director of the record-smashing *X-Men* film – he was perfect.

Yuen quickly assembled an all-star Hong Kong cast. Stephen Fung would play revenge-driven Korean Tae Kwon Do expert Hwoarang, Li-Hong Wang would star as Jin Kazama with Yuen Biao as Jin's father Kazuya Mishima (Cecilia Yip would make a cameo as Jun Kazama). Sammo Hung (of *Martial Law* fame), Kristy Yang (Ling Xiaoyu), Gigi Leung, Kar Lok Chin and Ron Smoorenburg (Bryan Fury) would also star.

Of particular interest to martial arts fans though was the involvement of both Sammo Hung and Yuen Biao. Along with the slapstick-friendly Jackie Chan, Hung and Biao formed the famed triumvirate of supremo Hong Kong martial artists. The pair's involvement also prompted many a rumour that Chan

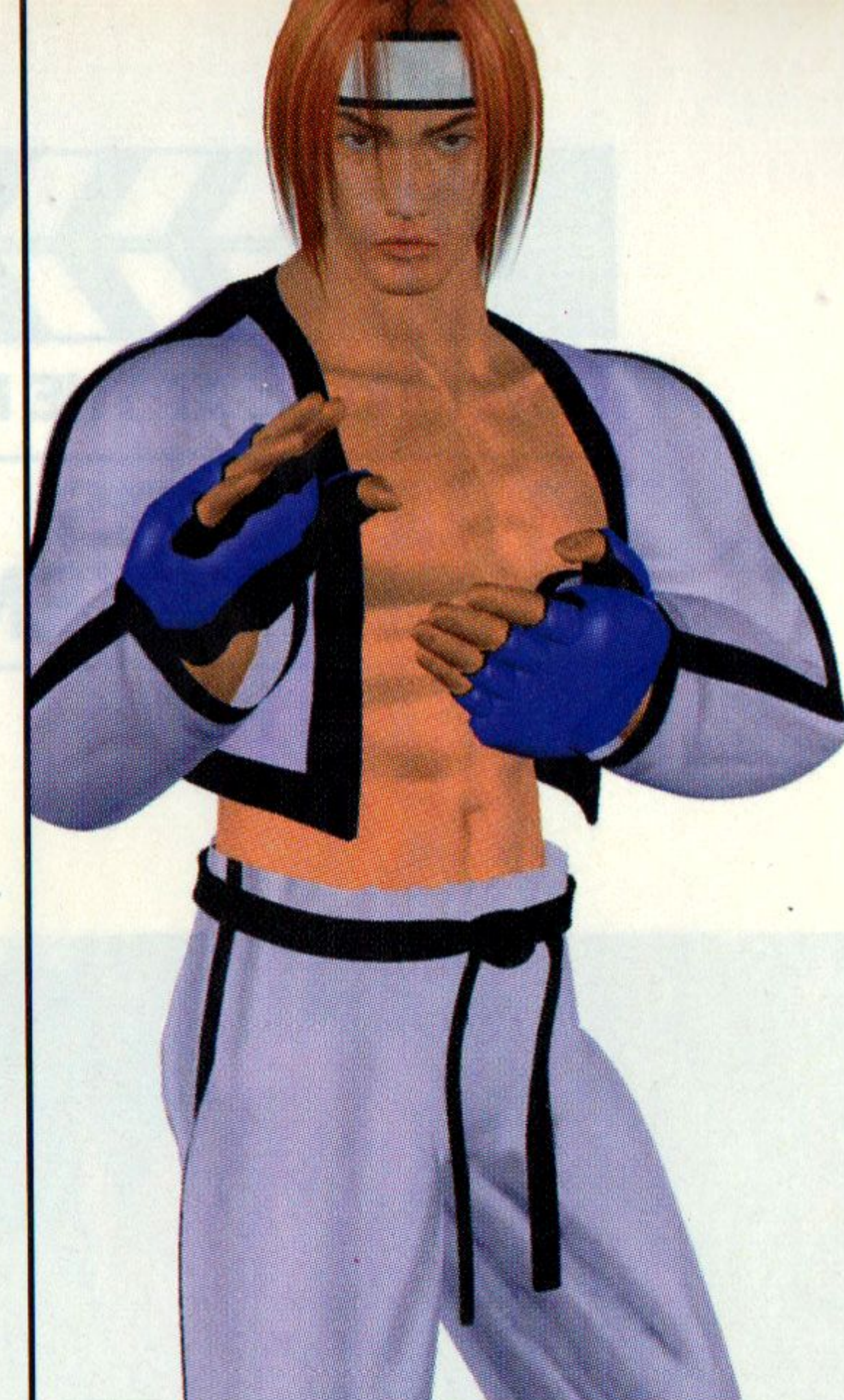
**//Films based on games fail due to lack of plot. Tekken has plot and drive in abundance//**

himself would make a surprise cameo in *Legends of Tekken* as Lei Wulong. The fact that Chan is a shareholder in Stareast Studios added further credence to the whispers. If Chan appeared, director Yuen would have landed a major coup. This would be the first time Hung, Biao and Chan would have appeared together since such cult Eighties 'classics' as *Project A*, *My Lucky Stars* and *Little Lucky Seven* (also directed by Yuen).

### PLAYED IN HONG KONG

Being made in Hong Kong was not the only factor in *Legends of Tekken*'s favour. Over the years, games have become closer to the silver screen in their increasing reliance on narrative and, from the arcade to PlayStation 2, all four *Tekken* games have included killer FMV story lines to match their killer punches. Films based on games had always failed due to a complete lack of plot, but the *Tekken* series had plot, character and drive in abundance.

Another big plus was the huge leaps in CG technology which, as well as making games like *Tekken* →



**Tekken's Hwoarang:** A movie star in the making?

## YOU DIDN'T WANT TO DO THAT

Movies which show games don't travel well...

□ **Super Mario Bros** (1993)  
Bob Hoskins and some other bloke no-one can ever remember take on Dennis Hopper in a trans-dimensional city populated by dinosaurs. Hopper turns into a lizard, Hoskins wonders if he'll ever recover from this blip in his career. Strange, but woeful.

□ **Mortal Kombat** (1995)  
Cool effects, magnificent sets and some lovely ladies in shiny costumes fail to compensate for a crap plot. To be fair, it is one of the better arcade adaptations, but it had the myopic Christopher Lambert in it, whose credits since *Highlander* make less-than-impressive reading – it was doomed from the start. Recently turned into a syndicated television show.

□ **Street Fighter** (1994)  
Belgian Battler Jean Claude Van Damme dons a silly blue beret and takes on Raul Julia in a silly red suit. This was to be Julia's last film. His time on this Earth ended playing the ludicrously named General M Bison. A sad, ignominious end to an otherwise glittering career (remember his elegantly malevolent Gomez Addams?) Numerous anime series also exist.

□ **Sonic the Movie** (1999)  
Goes to show what happens when you combine the worst excesses of Japanese cutesy videogames and production line anime (although there are exemplary artistic endeavours to be found elsewhere in both). Never, ever watch this if you can help it. It's the kind of thing that's probably on a permanent loop in Hell's waiting room.





PlayStation®2 AT THE MOVIES

## #2 LEGENDS OF TEKKEN



**Sammo Hung:** Just one of the Hong Kong actors who was penned in for *The Legends of Tekken*.



MOVIESTORE COLLECTION

possible, now enabled filmmakers to believably depict more fanciful fight sequences on the silver screen. Imagine *Tekken* being made into a film made five years ago. Now imagine it being made into a film after watching *The Matrix*, *Mission Impossible 2* and *X-Men*.

Of course, this was no guarantee of quality – who could forget *Mortal Kombat*? Computer graphics might have leant the film an almost epic air, with beautifully CG-enhanced model sets, but it was still shunned by audiences for lacking a few other essentials – plot, character and FX-laden fight sequences. While Stareast and Yuen might not deliver on the former, they would surely deliver on the latter – we weren't about to see anything as embarrassing as *Street Fighter* and the late Raul Julia sweating buckets in an ill-fitting leather suit.

That said, there would be some tight suits in there, and you can almost guarantee they would be made of leather or PVC. As filming began back in August, Gigi Yeung joked that she couldn't fight properly as her costume was "uncomfortably sexy." It was no surprise given Yuen worked on the leather-laden *X-Men* last year.

As for the plot, well, nobody was talking. Online whispers suggested *Legends of Tekken* would be set in 2050, but aside from that, only the grainiest of pictures sneaked onto movie rumour sites such as Ain't It Cool News ([www.aintitcool.com](http://www.aintitcool.com)) and even they didn't cough up any info. The top billing of Hwoarang suggested *Legends of Tekken* would follow his quest for vengeance, but even then, only if they lifted his storyline from the game. Which it probably wouldn't.

### SLAYED IN HONG KONG

While no one ever pretended that *Legends of Tekken* would be a rival to the likes of Bryan Singer's *X-Men*, it had all the making of a cult classic at the very least. Unfortunately, if *Tekken* developer Namco have their alleged way, we'll never even see the rushes to find out.

All the way through pre-production, Namco have denied the film's existence despite on-set photography and Stareast's impressive cast list. Some rumourmongers claimed this was because Namco had a huge CG movie planned, while others said Namco never even issued said denials in the first place. This November however, it's been alleged that the developer was to sue Stareast Studios for using the name *Tekken* and the game's character names without their permission. Rumour or not, something was definitely wrong.

Movie Producer Wong Jing swiftly explained that despite the cast and on-set snapshots, his movie had nothing to do with Namco's beat-'em-up series and that the film was NOT called *Legends of Tekken*, but rather *God of Fist Style*. It was a familiar move by Jing. A few years back, the action-comedy producer ran in to similar trouble with his film *Future Cops*, and a cast of characters that was so heavily 'inspired' by *Street Fighter II* that videogame fans refused to watch the movie despite it being so directly aimed at them. Further insider rumours however suggested that despite Namco's denials, this time around Jing's movie HAD started as an official film only to have the plug pulled by the developer.

So who's telling the truth? No one's sure, but it might not matter. Jing's *Future Cops* made it to the screen because of China's negligible copyright control, and thus even the legal might of Namco might not be able to stop his latest film hitting the screen. Next year might not see the best videogame film ever made, but one thing's for sure – beyond poor game licences, beyond poorer movies and beyond the law, the legend of *Tekken* lives on. □

Jackie Chan would be an ideal choice for the makers of any *Tekken* movie.

### RANDOM TEKKEN FACT

*Tekken* in Japanese means 'Iron Fist', hence the original game's subtitle 'The Iron Fist Tournament' and the 'new' name for the movie *God of Fist Style*. It also explains why the hero of most Japanese films is called 'Ken' – much to the bewilderment of UK audiences, who are more used to Kens being unscrupulous and seedy soap opera characters or tax-dodging 'comedians'.

**//All the way through pre-production, Namco have denied the film's existence//**



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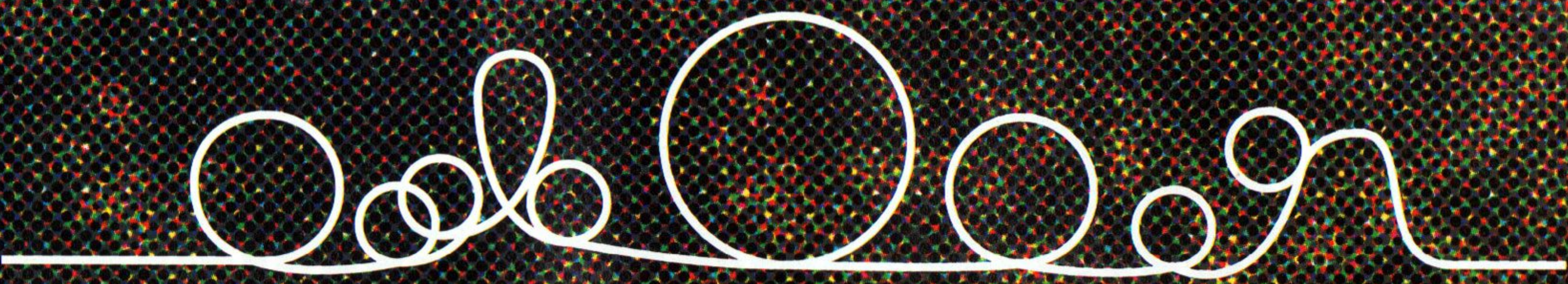
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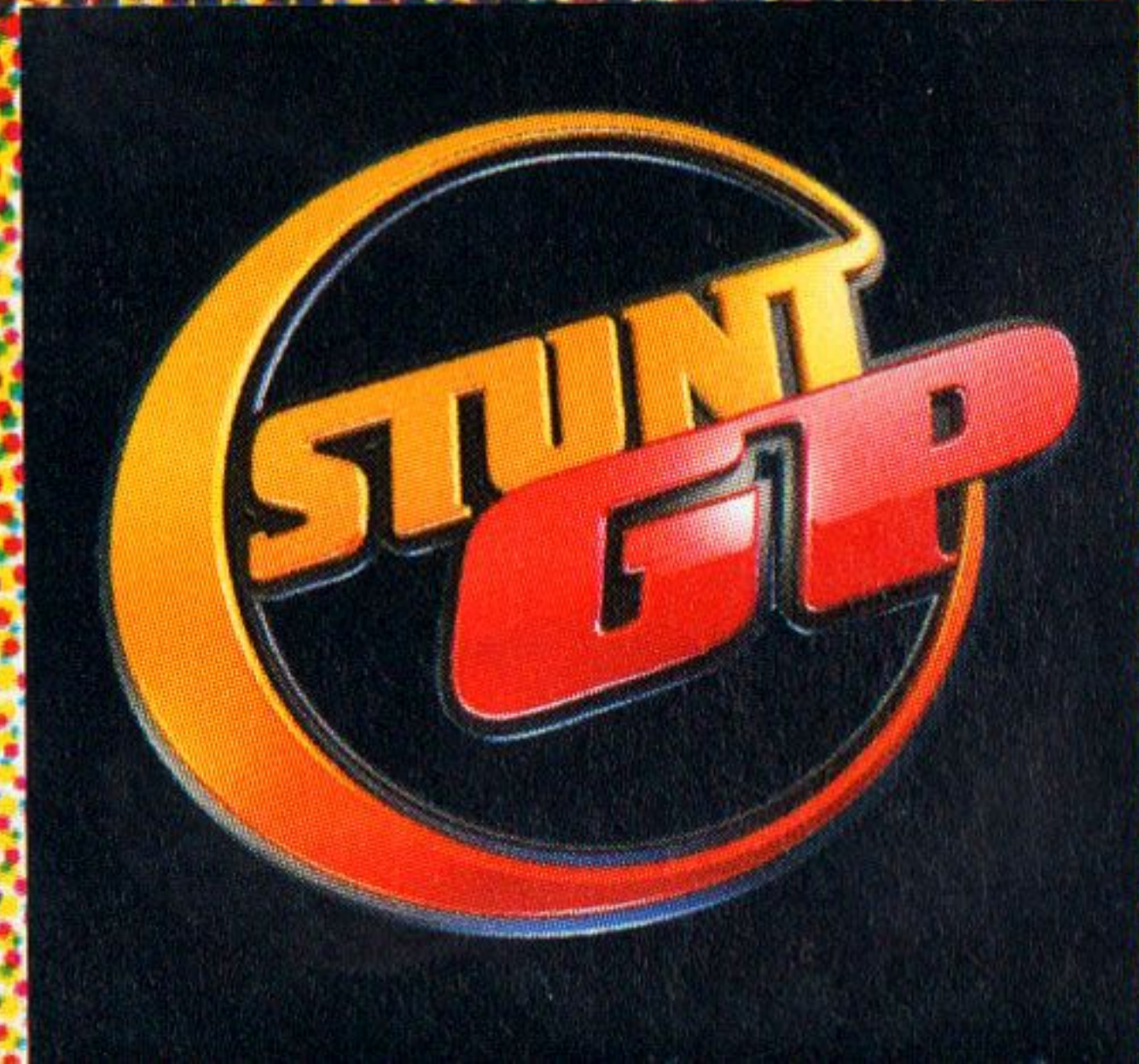


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PlayStation 2



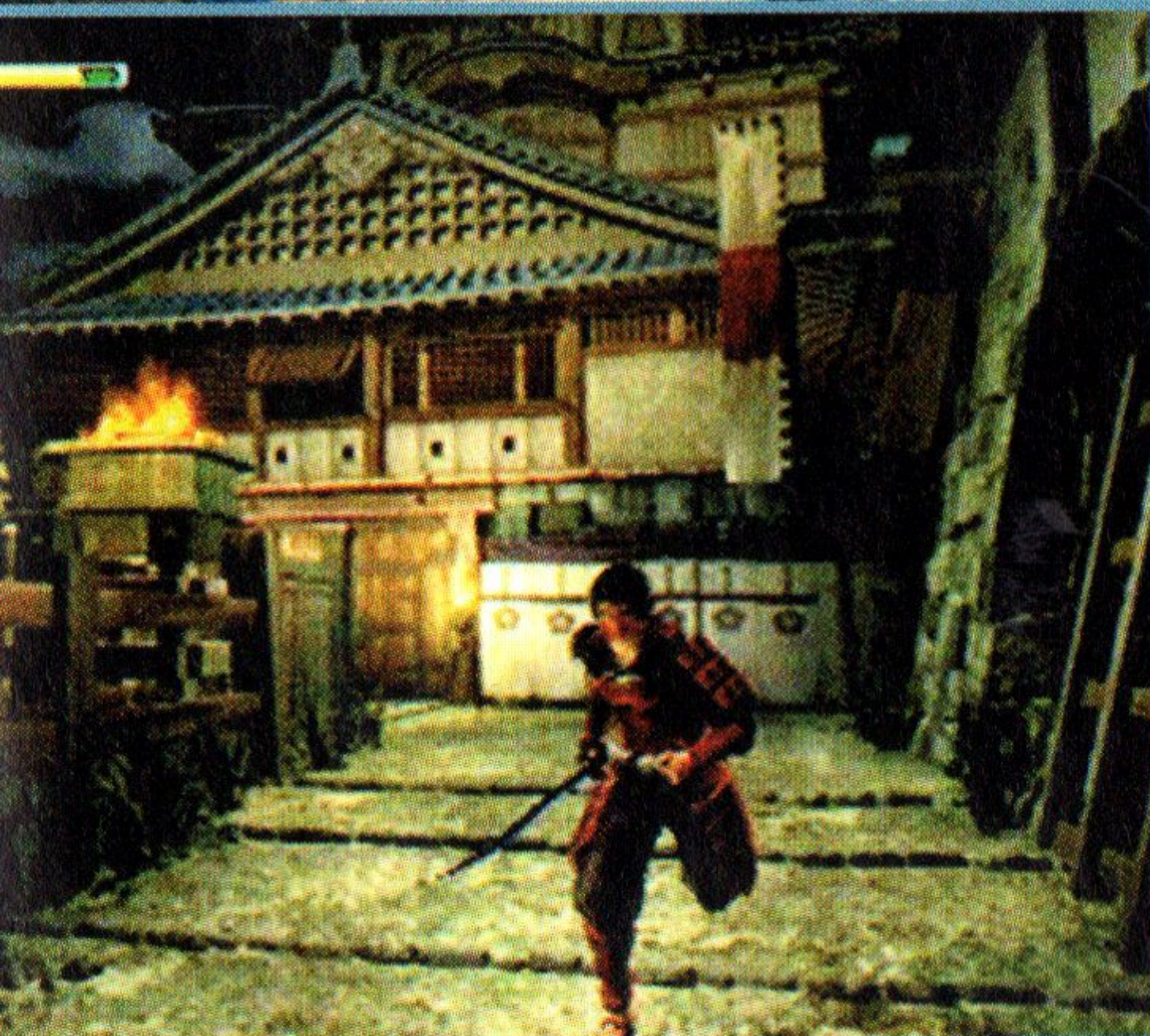
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Onimusha's hero  
Samanosuke – part  
Leon S Kennedy, part  
Japanese TV star  
Takeshi Kaneshiro.





WORDS AND PHOTOGRAPHY: AMOS WONG

# SWORDS, SAMURAI & SURVIVAL HORROR

Despite being announced way back in February, there has been no confirmed sighting of a *Resident Evil* game for the PlayStation 2. Instead, Capcom is throwing its weight behind *Onimusha: Warlords*, a game with a similar feel to its classic survival horror series, but set in 16th Century Japan. Producer Keiji Inafune sheds more light on the dark side of the Sengoku era.



News just in: Capcom's survival horror family is evolving, but thankfully this biological progression has nothing to do with the T-Virus that plagues *Resident Evil*'s Raccoon City. After the success of its *Resi* and *Dino Crisis* franchises, Capcom is moving the survival horror genre into pastures new

with the release of *Onimusha: Warlords*. Originally destined for the PSone, the game substitutes the zombie-infested environs of the *Resi* universe for ancient Japan, drawing on the culture's rich myths and legends as inspiration for its supernatural foes. Following the announcement of the new PlayStation 2 hardware, development

moved over to this new platform allowing *Onimusha*'s bold new setting to carry even more impact.

One of producer Keiji Inafune's initial aims for *Onimusha* was to create some astounding graphical effects. In order to help this along, it became obvious that some sort of fantasy element would be required. The next step was to decide whether to set the game in the future or the past as Inafune-san was keen to

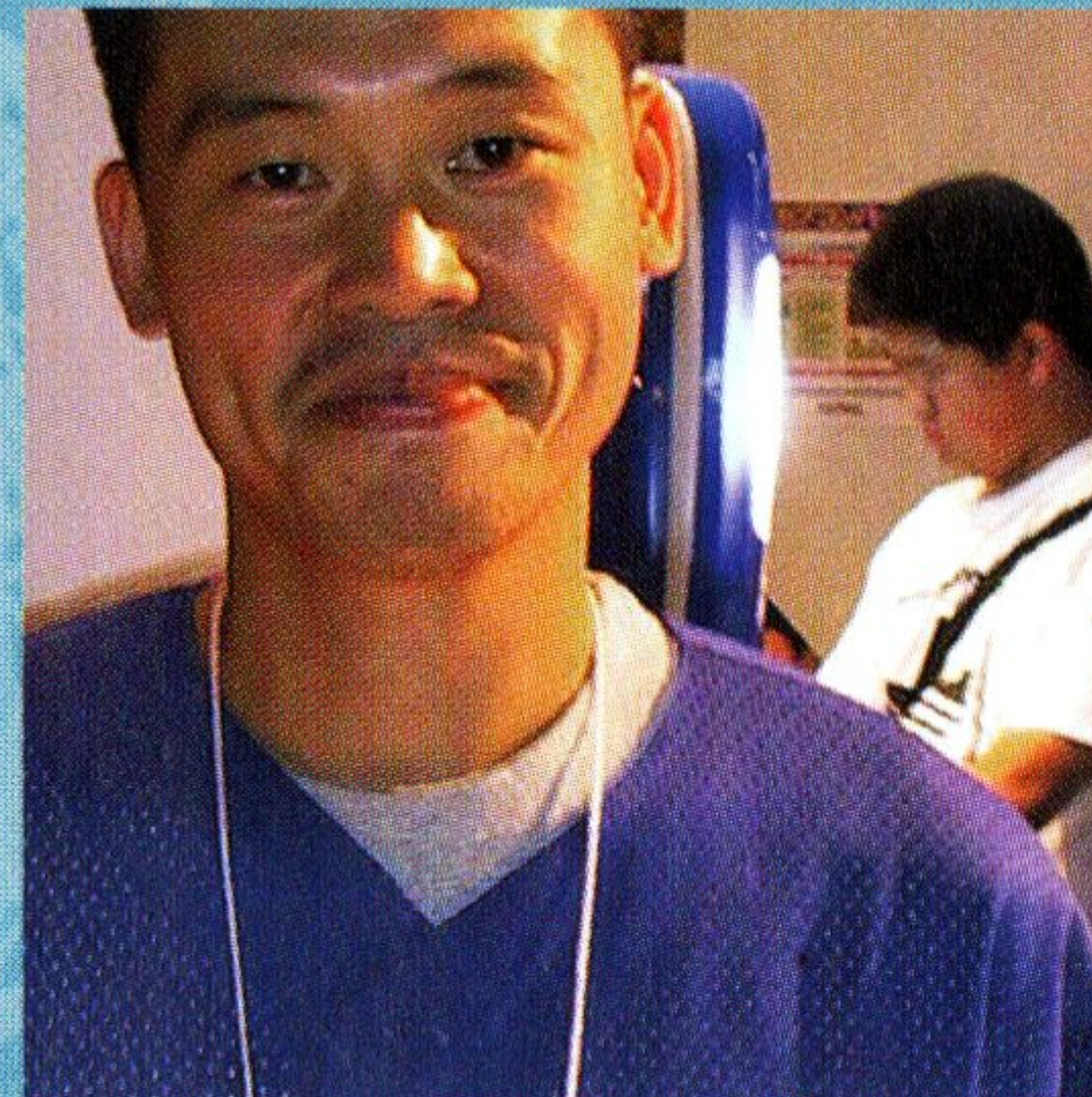
avoid creating a game in the same present time scale as Capcom's previous survival horror outings. He therefore turned to Japanese history for inspiration. Of special interest to Inafune is the Sengoku Era of the 1460s-1560s – the time of the samurai. This period also has certain other advantages, "People don't really know Japanese history to an exact degree, so I could be flexible," explains Inafune. Half of *Onimusha*'s story is based on historical events and the rest is made up, incorporating science fiction elements."

Further inspiration came from the silver screen, especially the work of respected film director Akira Kurosawa, a name forever tied to the 1954 Eastern classic, *Seven Samurai*. "I wanted to make a game that has a taste of Kurosawa," confirms Inafune. *Onimusha*'s eye-popping cinematic scenes recreate Kurosawa's striking conflicts in breathtaking detail. An army advancing through the night is silhouetted by the full moon and warriors rush down rain-soaked hills to engage in combat. In another, a Hitchcock-style tracking shot pulls back from a single maggot-infested eyeball to reveal a corpse lying inert on the killing fields.

"With the PSone, you could probably cram about 100 characters into a CG scene," says Inafune. "With PS2 you can achieve much more. It's a battle scene, so you really need as many warriors as possible in the fray – 100 against 100 seems small-scale." He's quick to add that the CG scenes are not there just for visual delectation. "The action sequences will grab the player's attention, but the CG scenes are also in place to depict tragedy, drama and emotion, to draw players deeper into the game."

**//You don't want to just charge into the enemy, before you go in for the kill you can weaken them first//**





The producer of *Onimusha*, Keiji Inafune: "I'm open to suggestions."

☞ Taking place during the days when Kyoto was the capital of Japan the period was one of civil war, where a multitude of feudal lords and samurai warriors in their service vied for power in bloody clashes. Players take on the role of warrior Samanosuke, and must infiltrate the castle of Lord Nobunaga Oda to rescue Princess Yuki, the kidnapped sister of rival lord Yoshitatsu Saito. History tells that Nobunaga was one of the most powerful lords of the time. Eventually assassinated in 1581, he united most of central Japan

aided by the use of firearms provided by the island's first European visitors – the Portuguese. In Inafune's portrayal of the legend, Nobunaga uses supernatural powers to sustain his empire. True to the tradition of *Resident Evil*, Nobunaga's castle is teeming with all kinds of demons and strange otherworldly warriors.

Samanosuke also possesses a range of magical powers as well as having

satisfaction at the moment," he admits. "It's possible to use Dolby Digital sound, but we're not utilising this capability with *Onimusha* as we're still a little unfamiliar with the sound architecture."

Graphically there seems to be no problem – *Onimusha* looks fantastic. "Everything is so much more detailed now," Inafune enthuses. "Previously my vision was limited by the constraints of the hardware. Now for example, when Samanosuke cuts up his enemies, the movements are much more fluid and realistic. I'm still not using the PS2's full capabilities, and in future games I'm sure I could use more animation to make the characters lifelike." Atmospheric effects have been flawlessly incorporated, from the dust kicked up by stampeding monsters to sudden bursts of rain. "They were a piece of cake," Inafune says with a grin, "because we have learned these skills from developing *Resident Evil* and other titles. Atmospherics may be a little troublesome for others, but it's not a problem for us."

While the continued reliance on pre-rendered backgrounds (a staple of the PSone *Resident Evil* games) may have surprised some, the increased detail in polygon modelling has resulted in a more seamless blend between the action and the backdrop. Inafune has his reasons for retaining 2-D elements. "The game is action-based. With full 3-D, the player may find it difficult to keep track of the opponent's position. By fixing the background, they will not disappear into the scenery. I personally think that 2-D rendered backgrounds look better than 3-D. The PS2 hardware will allow for much higher quality graphics, but I have to think about what is the best way for players to understand and enjoy the gameplay."

## STAR INPUT

*Onimusha* is Capcom's first survival horror title to star a real-life celebrity. Samanosuke is based on the features of Takeshi Kaneshiro, a popular film and television actor, whose face was digitised and mapped into the game. The likeness is astounding. As *Onimusha* was originally in development for the PSone, Inafune hadn't planned for this feature, he didn't believe the hardware was capable. But coincidentally, he had the opportunity to speak with Kaneshiro-san's agent.

"Kaneshiro was a little cautious when he was told about the project at first," Inafune recalls. "He wasn't sure how we were going to treat his likeness, but he loves games, so we were able to negotiate with his agent to have him come on board." As development progressed, Kaneshiro took a more active role. "He suggested how a certain boss might appear and move. In creating games, if somebody offers an idea and it's a good one, I'll accept it, whether it's from Kaneshiro or another person. I'm always open to suggestions."

As development nears completion, another concern has arisen: the game must recoup its hefty development cost and make a profit in order to fund development of the next *Onimusha* title. "We have to consider sequels," Inafune states stoically. "That's how the market works. Nobody would try just creating a one-shot title these days. We must give our best for the first game, in order to pave the way for the next. Which means *Onimusha* must sell well when released. And hopefully it will."

How great is the rise in development costs from PSone to PS2? "I'm not saying," he laughs. "It's that much." So does Inafune have any ideas for *Onimusha 2* yet? "Naturally it's a secret, but I'm sure you'll be surprised. Having worked with PS2 since the beginning, I've got a few tricks up my sleeve." ☐

**//A tracking shot pulls back from a maggot-infested eyeball to reveal a corpse lying on the killing fields//**

access to weapons that are reminiscent of the time. Although Inafune found he was "limited in the creation of an arsenal because you can't be too unrealistic. People know approximately the power of each kind of weapon." However, *Onimusha*'s protagonist can use a flame attack with his sword and summon lightning by slamming the blade into the ground. Do this and all opponents in his immediate surroundings will sustain damage. Distant enemies can be similarly attacked with a hurricane spell.

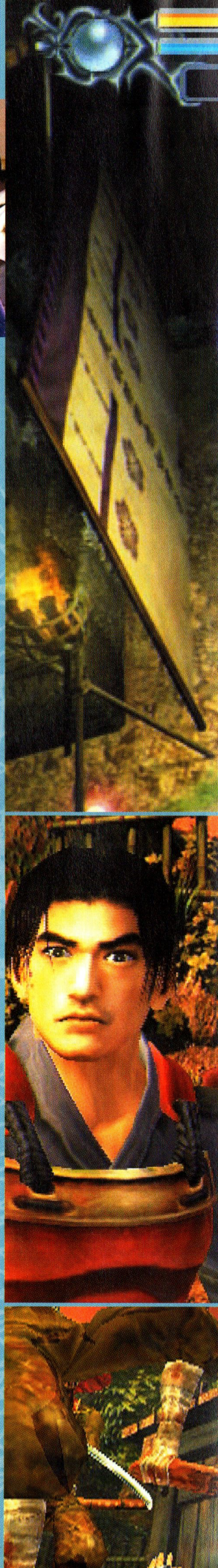
More traditional long-range weapons include arrows and a fuse-lit rifle. "Samanosuke is confronted by many powerful enemies. You don't want to just charge into them, so before you go in for the kill you can weaken them first." Initial long-range combat aside, Inafune stresses that the gameplay will be more action-based than previous survival horror titles. "In *Resident Evil*, you're trying to stay as far away from the enemy as possible, whereas in *Onimusha*, the point is to get in close."

Familiar objects from the *Resident Evil* universe will also make appearances, albeit in period fashion. "Instead of imitating a Kurosawa's world too rigorously, it's better to use whichever devices are available to make the game interesting," Inafune suggests. "There are herbs and keys as in *Resident Evil*, but because *Onimusha* is more action orientated, an additional feature requires players to accrue experience points to open doors that enemies have sealed."

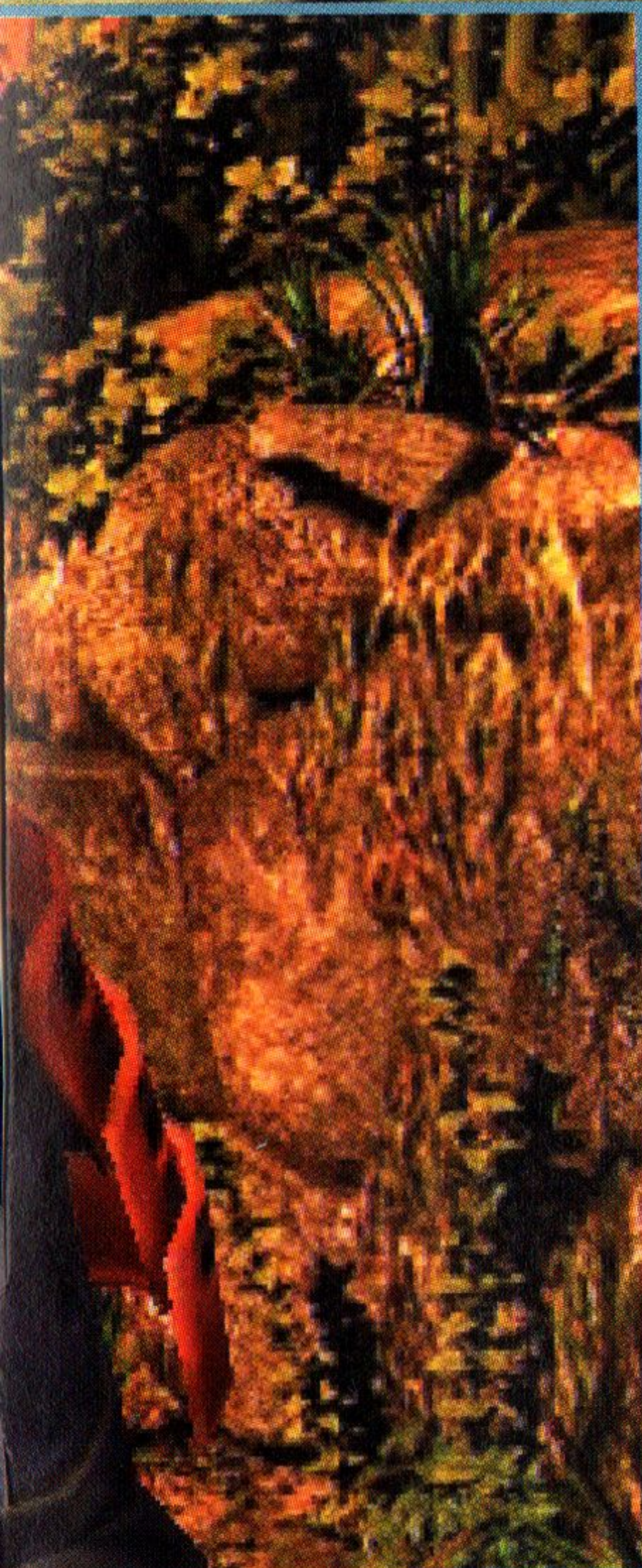
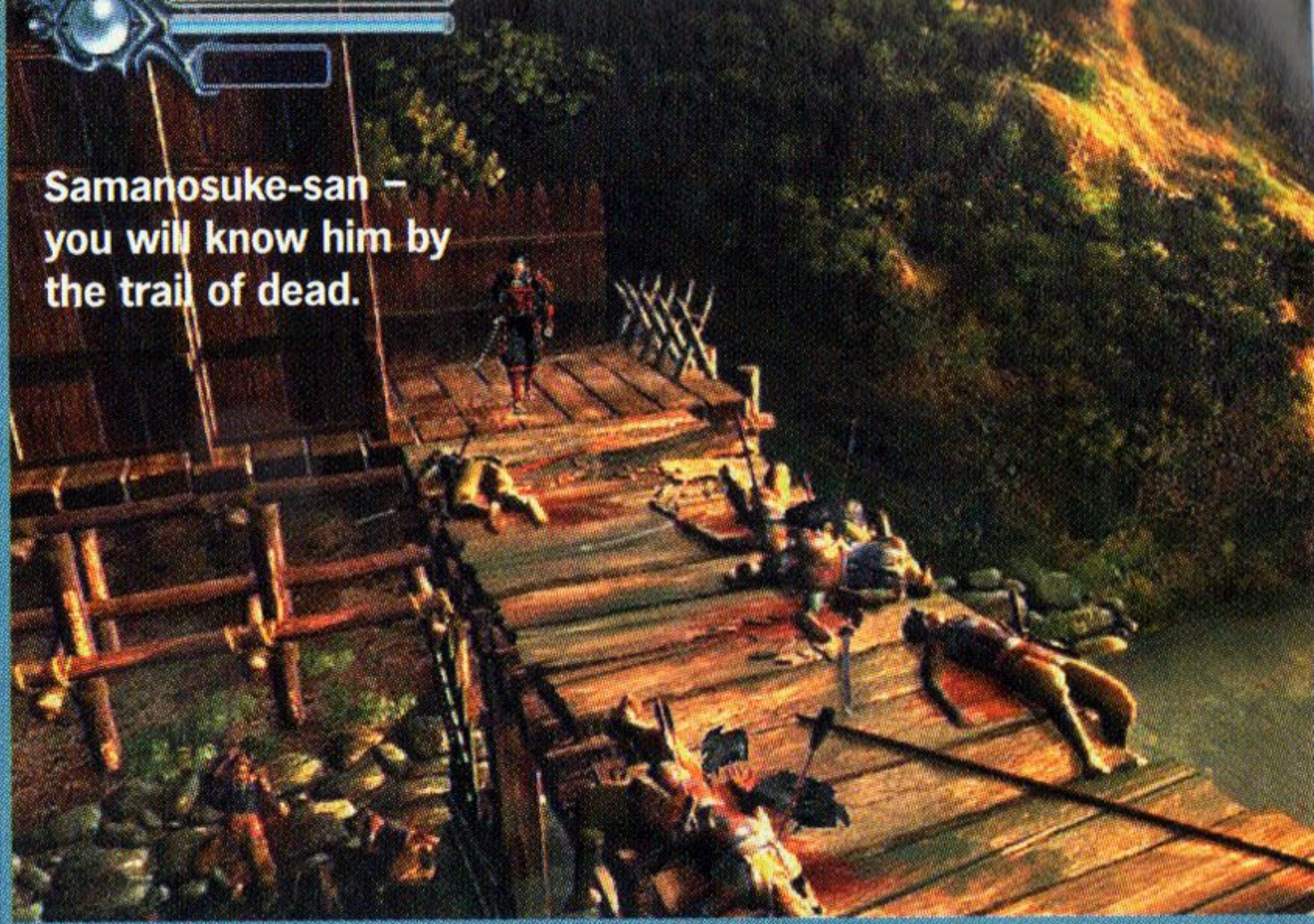
## FINISHING TOUCHES

With the Japanese release postponed from November to January, Inafune is using the additional time to enhance graphical quality and tweak the gameplay. "I want to achieve a graphic level not seen in other titles so far, to make it the best amongst the current PS2 titles." While conceding that the hardware has been tricky to develop for, he comments, "The programmers are getting used to working with the PS2 chip. We've improved our skills since the beginning of the development cycle. We're giving it our best shot."

Nevertheless, it being his first PS2 title, Inafune concedes there is room for improvement. "The music and sound is not quite to my







These coolie-hatted undead labourers are *Onimusha's* equivalent of *Resident Evil's* zombies. However, while Jill Valentine would have dodged the flesh-eaters to save bullets, Samanosuke must get in close.

Samanosuke-san - you will know him by the trail of dead.





WORDS: SAM RICHARDS/PHOTOGRAPHY: LOUISE BROOM

# TOY STORY

They said videogames would banish old-fashioned toys to a big plastic playroom in the sky. Wrong. Instead, the current proliferation of game characters has breathed new life into the action figure industry. Stocking fillers for the Solid Snake fan in your life? Look no further.



## METAL GEAR SOLID/Cast members

£7.99 each/McFarlane Toys

When the king of PlayStation videogames was introduced to the lord of action figure design, a spectacular outcome was the only possible result of this momentous rendezvous. The *Metal Gear Solid* figures designed by Todd McFarlane are easily the best of any game-related range around, with the startling detail beginning in the characters' faces and extending to their many accessories (See McFarlane Toys box on page 86). Better news? A PS2 range for *Sons of Liberty* is planned.

### Shown here:

- 1 Solid Snake** Comes with a range of weapons and accessories such as Fa-Mas rifle and night vision goggles.
- 2 Vulcan Raven** Comes with shoulder cannon.
- 3 Sniper Wolf** Comes with, er, a wolf.
- 4 Psycho Mantis** Comes with gimp gas mask and bust on a plinth for extra nonce value.

**Also available:** Meryl, Revolver Ocelot, Liquid Snake, Ninja.



## TEKKEN 3/Cast members

£9.99 each/Epoch

Much more basic than their MGS counterparts, but still with a charm of their own, the *Tekken 3* characters are well worth collecting. All come with a variety of weapons and accessories which reflect the madness of the *Tekken* legend. Unfortunately, the range is limited to ten characters and there are no *Tekken Tag Tournament* figures available in the UK as yet – hardcore *Tekken* otaku should check the import game and comics shops now.

### Shown here:

- 5 Anna Williams** Comes with range of weapons including swords and knives.
- 6 Hwoarang** Comes with, um, guitar and Iron Fist trophy.
- 7 Forest Law** Comes with nunchakus and staff.

**Also available:** Jin, Nina Williams, Paul Phoenix, Ling Xiaoyu, Yoshimitsu, Heihachi, True Ogre, King, Devil Jin.

## APE ESCAPE/Dancing Monkey

£Japan only/Bandai

**8** Innovative PSone platformer *Ape Escape* was hugely popular in Japan and the cool monkey characters have inspired their own cute merchandise – pencils, stickers, mobile phone alarms and more are also available. The big fella in our line-up performs a little wiggle when you press his paw, while singing "Ooh, Saru Get You" (the title of *Ape Escape* in Japan) – maddening if you do it more than twice. Oh, and the watch is an *Ultraman* one that Mike left on by mistake. C'est chic, non?



## RESIDENT EVIL/Tyrant

£4.99/Toy Biz

**1** Just as the *Resident Evil* series has improved over the years, so have its toys. The RE3 figures are great, but Tyrant is looking a little rusty, but it's difficult to argue with his pulsating plastic heart and spring-loaded slash attack.

**Also available:** Chris Redfield with a Cerberus, Jill Valentine with a Web Spinner, The Hunter with a Chimera, Forest Speyer with Maggot Zombie.

## RESIDENT EVIL 3/Jill Valentine with Drain Deimos

£Japan only/Moby Dick

**2&3** The biggest and best of the *Resident Evil* ranges, these toys still don't appear to be available in the UK yet which is a real shame. Jill's figure is a little lacking in detail but the Drain Deimos is a monstrous work of placky art, complete with horrific tendrils and a disturbingly hairy back. Each pack in this series also comes with one gruesome part of a giant Nemesis. Collect 'em all! Hmm.

**Also available:** Jill Valentine (STARS version) with Hunter, Jill Valentine (Regina Version) with Brain Sucker, Carlos Oliveira with Nemesis (Type 1), Claire Redfield with Nemesis (Type 2), Chris Redfield (*Code Veronica* version) with Tyrant (*Resi Evil 2* version), Rebecca Chambers with Tyrant (*Resi Evil 1*), Claire Redfield with Ivy, Leon S Kennedy with Licker, Hunk with Super Tyrant.



## RESIDENT EVIL 2

### Claire Redfield with Zombie Cop

£5.99/Toy Biz

**4&5** Strangely downsized for *Resident Evil 2*, the characters are still spring-loaded. This means that Claire can shoot the zombie cop and if you then press his stomach, his torso falls off. Hardly hours of fun, but it is vaguely amusing, particularly if you then pull the cop's hat off and realise that half of his skull comes with it, revealing the rotting brain inside. Not figures of the highest quality, however – Claire comes with a crossbow which is virtually impossible to attach.

**Also available:** Leon S Kennedy with Licker, William G-3 with William G-4.



## CRASH BANDICOOT

£10.99 each/Bandai

A vast range of Crash figures including heroes and villains from all three games, each with a sizeable arsenal of props. There are five versions of Crash alone, each with the mischievous marsupial's face stuck in that trademark rictus grin. Hard wearing and colourful, this is a decent range of toys for the younger gamer.

### Shown here:

**6 Deep Dive Crash** Comes with scuba kit and jetpack.

**7 Jet Board Crash** Comes with jet board, crate of TNT and stickers.

**Also available:** High Flying Crash, Jet Pack Crash, Moto Crash with Coco, Wave Rider Coco, Tiny The Tiger, Dr Neo Cortex, Dr N Gin, Dr N Trophy, Dingodile, Komodo Moe.

## PARAPPA THE RAPPER/'Vinyl Killer' bus and record

£Japan only/Vacuum Records Inc

**8** A toy that we're never likely to see on UK shelves but will really impress your mates if you're lucky enough to obtain one. The bus is called a 'Vinyl Killer' because it houses a stylus on its underside. Just lay the record on the floor, place the bus on top, turn the aerial up and a tiny speaker will play the music contained within the grooves as the bus trundles round. The *PaRappa* LP contains all the best tunes from the game including the raps with Chop Chop Master Onion, MC King Kong Mushi and Instructor Mooselini. However, the Vinyl Killer works on any 33rpm record, as long as you're not too concerned about keeping your LPs in pristine condition.

## UM JAMMER LAMMY DOLL

£Japan only/MediCom Toy

**9** *PaRappa* sequel *Um Jammer Lammy* was the unfortunate victim of a low-key release over here, but there are many gamers who rate the title as a cult classic, making this large Japanese Lammy doll a desirable item. Unfortunately she comes without a guitar, but if you remember, the axe in the game was often a figment of her imagination ("Dojo/Casino/It's all in the mind") simulated by a fireman's hose or a chainsaw. So you'll just have to imagine too. Right.

**Also available:** Lammy (ordinary version), Rammy (Hell version).





## TOMB RAIDER

£10.99/Planete Fan

No videogame-related toy round-up would be complete without an example of ubiquitous Lara merchandise. These figures are decent representations of everyone's favourite amply-proportioned archaeologist, each depicting one of her many famous encounters with the fiercer members of the animal fraternity. Figures come packed with weapons and a relevant slab of scenery, but, no, her outfits aren't removable.

Shown here:

**1 Lara Croft Escapes The Powerful Crocodile**  
Comes with waterfall, crocodile and rifle.

**2 Lara Croft Encounters The Ferocious Doberman** Comes with house, dog and pistols.

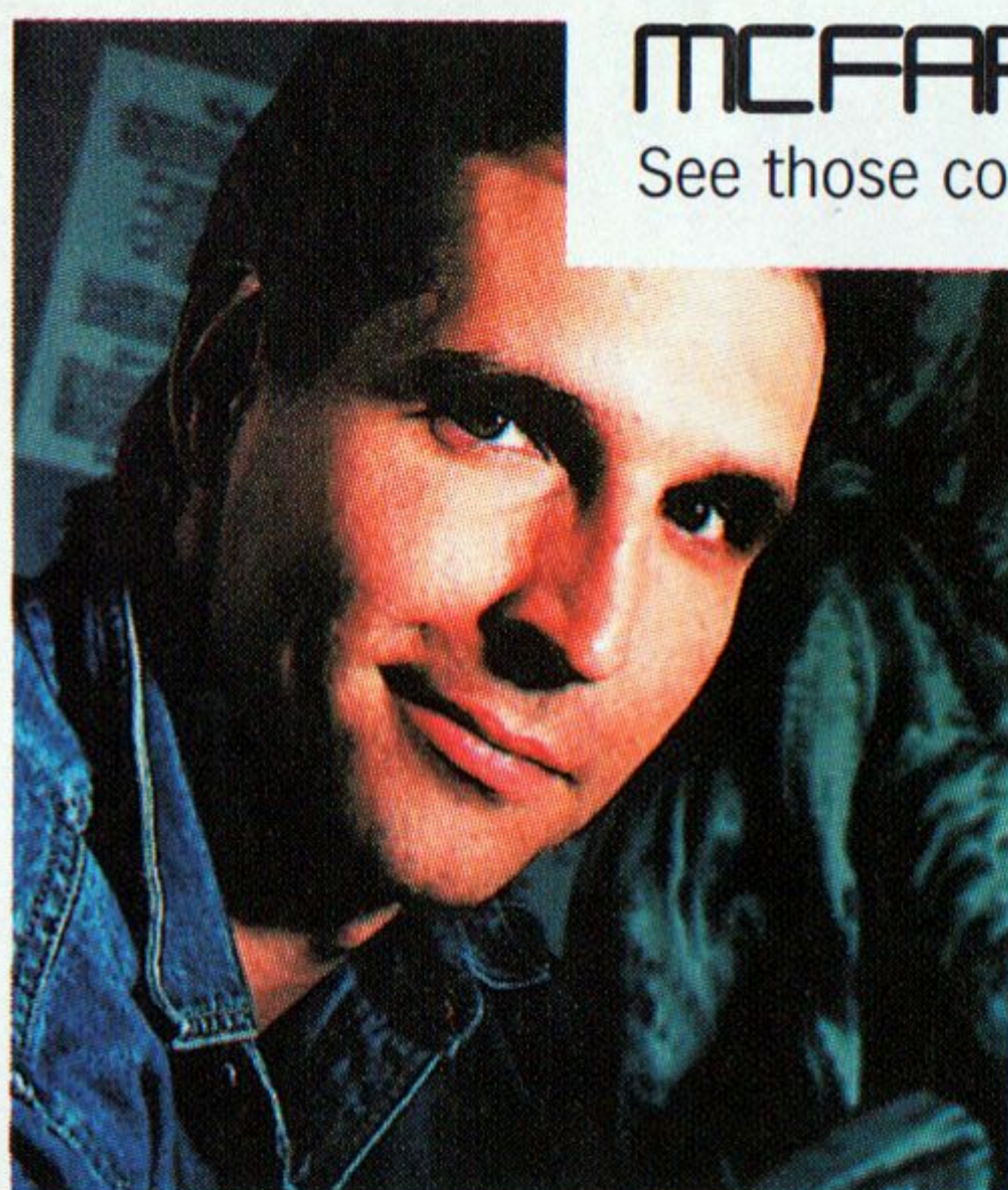
**Also available:** Lara Croft Faces The Deadly Great White, Lara Croft On Her Street Assault Motorbike, Lara Croft Encounters the Savage Bengal Tiger, Lara Croft Conquers The Legendary Yeti.

## FINAL FANTASY VIII/Monster Collection Number One

£54.99/ArtFX/Palisades

**3** These colossal creatures are easily the largest game-related figures we encountered and will make an impressive addition to any gamer's mantelpiece (as well as an impressive dent in your wallet). Boasting moveable limbs, wings and tails, their metallic sheen makes them the best-looking beasts on the block.

**Also available:** Guardian Force Ifrite, Guardian Force Siren, Guardian Force Cerberus, Guardian Force Diabolus, Guardian Force Shiva, Guardian Force Gilgamesh, Guardian Force Odin, Guardian Force Bahamut.



## McFARLANE TOYS

See those cool *Metal Gear* figures on the first page? This bloke made them – and a whole lot more.

"If you like cool, dark stuff and you have an attitude, you'll like what I do." So says Todd McFarlane, artist, writer, founder of the aptly-named McFarlane Toys and, as close to a rags-to-riches success story as currently exists in modern America. Born in Calgary, Canada in 1961, McFarlane drew superhero comics throughout high school but it was only after breaking his ankle while playing baseball for Eastern Washington State University, that McFarlane forgot his dreams of playing ball and started sending his artwork to comic companies.

McFarlane was first published by Marvel Comics' Epic imprint back in 1984 and his stylised graphic design inspired art soon won him fans and further work, including stints on *The Incredible Hulk* and various *Batman* projects for DC. It was McFarlane's revolutionary work on Marvel Comics' *Amazing Spider-Man* though that shot him to superstar status, earning him enough clout to demand that he write, pencil and ink a new *Spider-Man* comic of his own.

It looked a lot better than it read, but September 1990's debut issue of *Spider-Man* eventually sold more than 2.5 million copies, becoming what is still the best-selling comic book of all time. Then he quit.

McFarlane left Marvel in August 1991, with plans to form his own publishing company, where he and other creators could create and retain the rights to their own characters – something unheard of in the publisher-controlled comics business. In early 1992, Image Comics was formed and while other fan faves like Jim Lee and Rob Liefeld tasted success, it was McFarlane who benefited most with the creation of his zombie anti-superhero, *Spawn*. In May 1992, issue one of *Spawn* sold 1.7 million copies, becoming the best-selling independent comic book of all time.

The comic book is still the number one selling title in the US, going on to spawn (ahem) several spin-off mini-series, a live-action *Spawn*, a Platinum soundtrack album, a PSone game (with a second

heading from the arcades to PS2) and an Emmy-award winning cartoon for HBO.

Having taken the comics world by storm, McFarlane then turned to his other childhood passion – action figures. Initial meetings with the likes of Mattel and Hasbro were reminiscent of those early ones with Marvel and DC – companies were unwilling to grant him creative control over the production of toys based on his own creations. In 1992, he formed McFarlane Toys ("I did it because those guys said I couldn't make my own toys," said McFarlane) producing intricately detailed figures based on his own *Spawn* comic. Since then, McFarlane Toys has grown dramatically to become the fifth largest toy manufacturer of action figures, expanding its repertoire to include figures based on movies (*Austin Powers*, *Little Nicky*), music (KISS, Ozzy Osbourne, The Beatles' Yellow Submarine series) and finally video games (*Metal Gear Solid*) now selling around six million toys a year. **MG**



## FINAL FANTASY VIII

£7.99/Bandai

The *Final Fantasy* character figures pale in comparison to the monster range, but they are still essential purchases for the FF freaks out there – buy the whole of the FFVIII range and you could probably reconstruct the entire story in your living room. No *Final Fantasy IX* figures are available in the UK as yet, but they will be hitting shops early in the new year to coincide with the game's PSone launch.

Shown here:

**4** Laguna Loire Comes with machine rifle.

Also available: Squall Leonheart, Rinoa Heartily, Zell Dincht, Seifer Almasy, Quistis Trepe, Irvine Kinneas.

## STREET FIGHTER JR

£6.99 each/Resaurus

The cute compact cousins of the main *Street Fighter* cast are built in much the same hard wearing way. Except at half the size. Obviously.

Shown here:

**5** Chun-Li

Also available: Ken, Ryu, Akuma.

## STREET FIGHTER

£10.99/Bandai

Although the *Street Fighter* games are waning in popularity due to the lacklustre nature of contemporary incarnations, there is still a hardcore of fans out there who will buy anything related to Capcom's classic beat-'em-up series. Which is where these figures come in. Chunky, clunky and without any pesky accessories, the *Street Fighter* figures are closer to Action Man in style than the arty MGS mannequins.

Shown here:

**6** Ryu

**7** Blanka

**8** Cammy

Also available: Rya, Cammy, Ken), Blanka, Alex, Vega.



Most of our toys were purchased at London's Forbidden Planet store on New Oxford Street (0207 836 4179). Other Forbidden Planet branches can be found in Birmingham, Bristol, Cambridge, Coventry, Croydon, Liverpool, Newcastle and Southampton. For more information on Bandai Toys call 01489 790944. For the Japan-only toys, a mate in Tokyo is the best solution, although some specialist shops do stock import figures. Try Toy Heroes (0188 334 0096) or Starstore (0114 273 0077).



The open game worlds emphasise the skills required of a professional driver – there's often just a small, rickety fence separating a fast car from a long drop.



WORDS: STEVE MERRETT/PHOTOGRAPHY: MARTIN BURTON

Martin Kenwright, ex-member of problem-fraught developer DiD is back with a new team, Evolution Studios, and a stunning new racing game. So what have his experiences brought to the revolutionary *World Rally Championship 2001*?

# BACK FROM THE D.I.D







**//We're up against Sky TV  
and Eurosport here, not  
against Codemasters and  
their Colin McRae game//**



Martin Kenwright is one of the gentle giants of the development world. As huge as he is laid back, he looks on proudly as he shows off the first title to emerge from his new Cheshire-based team, Evolution Studios. *World Rally Championship 2001* is being put through its paces and on screen its realistic cars are spewing up dust and mud in their wake. It soon becomes apparent that it's the little touches that catch the eye as much as the total realism the game affords. Small dinks appear in the cars as they bump against minor hazards, and the camera switches to inside the car where a worried-looking co-driver refers to his map. Meanwhile, members of the in-game public who line the edge of the course turn their heads as the stunning cars whizz by. And so will yours. "It's looking alright, isn't it?" he asks modestly. Yes. Yes, it is.

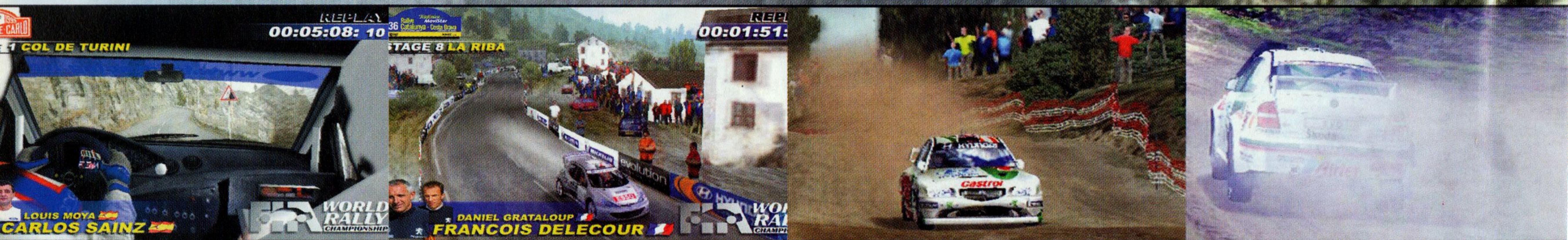
Let's backtrack 18 months. Before he attained his current happy state, Kenwright was the leader of another pioneering development force in Warrington-based Digital Imagination Design (DiD) that at the time was struggling. Established in the early days of the Commodore Amiga in the mid-Eighties, Kenwright and his team had built an enviable reputation as experts within the field of polygon-based games – most notably flight simulations. Titles such as *TFX*, *F29 Retaliator* and a stunning *RoboCop 3* had made DiD a force to be reckoned with. Unfortunately, delays to each release were beginning to become a concern, although this didn't stop then-big name publisher Ocean signing

them on an ongoing 'golden handcuffs' deal and acquiring a stake in the company. Things gradually took a turn for the worse as DiD turned its attentions to the PC and its ever-changing specifications and Ocean was slowly absorbed into French publisher Infogrames. PC titles such as the team's 3D space epic, *Wargasm* suffered repeated delays and Infogrames started to question whether it was getting a return on its outlay.

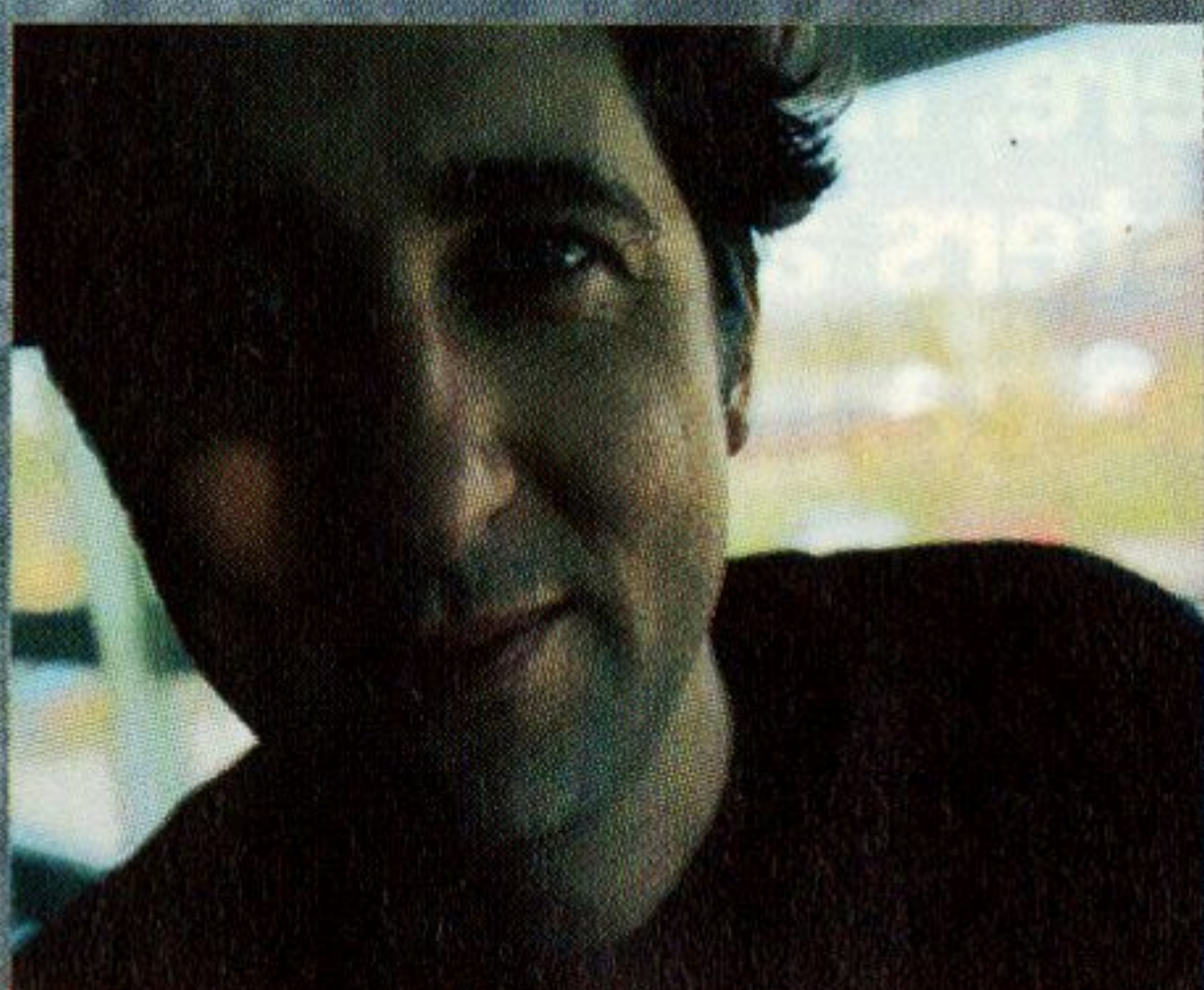
Then in 1999 Infogrames bought the remaining stake in DiD and stated its intentions to expand the 3D specialist's remit into other areas, ironically citing driving games as a prime example. Kenwright left soon after stating he was "leaving for new challenges", but his departure effectively marked the end for DiD. He duly teamed up with ex-Psygnosis founder Ian Hetherington for what would become Evolution Studios and found a soul mate in his quest to "develop the very best possible games." At this point, over half of the 60-strong DiD team also walked out, with several joining Kenwright's then unnamed start-up firm. Infogrames, for reasons unknown, then sold DiD to Liverpoolian development giant, Rage (makers of *Wild Wild Racing*). The final ignoble end for DiD came several weeks later as Rage renamed it Rage Warrington in line with its other satellite studios where it is now busy on several new PS2 titles set for release next year. Kenwright, while unwilling to discuss the end of DiD, is quietly philosophical with only a wry, "I could write 50 pages about it," hinting at deeper feelings.

As our attention is turned to *WRC 2001* again, we watch as rally cars tear up another stunning country





Look at the view! You can see for miles ahead – which is handy for checking out what obstacles are on the horizon.



## EVOLUTION: FROM DID AND BEYOND.

How Evolution Studios got where they are today.

**1987:** Martin Kenwright starts work on *Falcon* (Amiga) for Mirrorsoft.

**1989:** DiD founded by Kenwright to specialise in the flight simulators

**1990:** *F29 Retaliator* (Amiga/ST/PC) signed to Ocean.

**1991:** *RoboCop 3* (Amiga/ST/PC) arrives six months late, but still ahead of film.

**1992:** *Epic* (Amiga/ST/PC) released after heavy delays.

**1993:** TFX marks move into PC-only sector.

**1994:** Ocean acquires stake in DiD, *Inferno* released later than expected.

**1995:** *EF2000* released. DiD provide laser-targeting simulation software for RAF.

**1996:** *Super EF2000* updated for launch of Windows 95 as is a new data disc.

**1997:** *F22 Air Dominant Fighter* appears after delays.

**1998:** *F22 Total Air War* released, followed by the massively delayed *Wargasm*.

**1999:** Infogrames buys DiD, Kenwright leaves.

**1999:** Infogrames sells DiD to Rage and it is renamed Rage Warrington.

**2000:** Kenwright and ex-Psychosis founder Ian Hetherington set up Evolution Studios.

lane. Soon, the negative tone of conversation is brought to a halt and Kenwright points out a succession of ideas that will revolutionise the racing genre when the game is released next year.

## RALLYING FOR REALISM

There's no doubting that *World Rally Championship 2001* sets new standards for the rally racing genre. It's also hard to focus on one particular aspect, as so much demands the attention. The car bumps, weaves and is genuinely thrown about, and even gets dirtier as the game progresses, emphasising the gritty, endurance test that is rallying. It avoids the clinical precision necessary in many rally games available for other formats – such as Codemasters' *Colin McRae Rally 2.0* for PSone, the current benchmark by which all others are judged. Not that Kenwright and Evolution have given it a second glance.

"We're up against Sky TV and Eurosport here, not against Codemasters and their *Colin McRae* game," he says bluntly. It isn't arrogance that has forced Kenwright's stance though – it's just he feels that past rallying games are following a predictable pattern. "What is a rally game?" he asks. "The trouble is, no-one else has been asking that, they've been too busy looking at each others' games. Our guys were told to just use videos and real rallying for inspiration. It's the idea of battling from start to finish, across spectacular scenery while being screamed on by large crowds." Kenwright continues, clearly passionate about the subject, "It's about gradually disintegrating your car – rallying is like a Decathlon for cars.

"It's not about driving down a glass tube devoid of life, going point to point and never knowing what's around the next corner," he says, detailing his gripes with past titles. "You have to be immersed and that was the simple starting point for us. Let's create terrain that's real, where you drive up mountains, where there are thousand-foot drops off the side of these

mountains. Where there are cars that can be damaged, deformed and decorated – and get covered in mud. With crowds that get excited and run across the road and react to you. [The realism of the game is such that the crowds have been motion captured from goalkeepers.] We then coupled these ideas with a driving model that offers both realism and playability – a complete entertainment package."

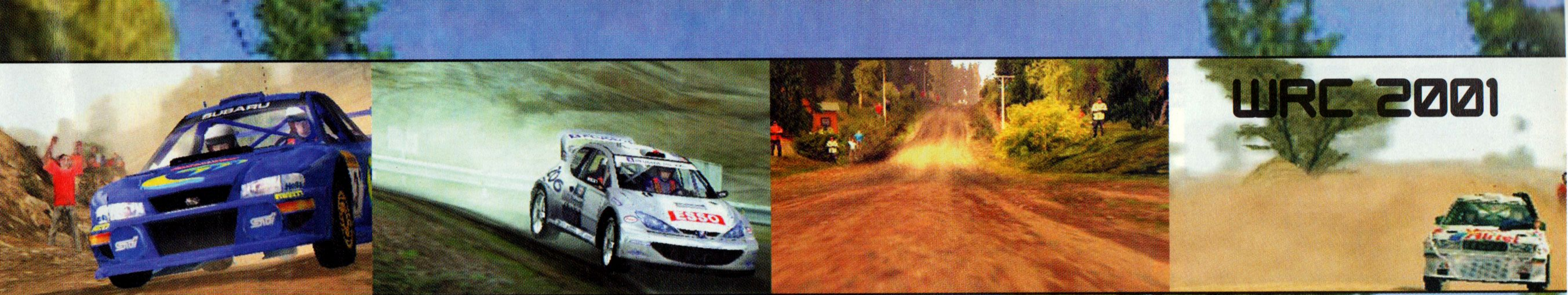
Realism is the key to *World Rally Championship 2001*. It is eminently playable with cars that can be thrown around corners with the requisite speed that all racers need, but it really flourishes when played as a full rallying experience. The game recreates the entire 14-round challenge of the global championship tournament. With a line-up of official cars, sponsors, drivers and co-drivers complete with digitised faces, every aspect of the racing circuit has been included. Evolution Studios and Sony have also tied up the first full licence from the sport's official body, to ensure the courses and event dates run in parallel with that of the real thing. As such, during the course of the game's season, players visit the 14 locations in differing weather conditions, which in turn throw up additional challenges as the real-life courses push the cars and player to the limit.

## GETTING ON TRACK

Kenwright admits that walking the tightrope between arcade immediacy and realistic handling has been a big challenge. "It hasn't quite been a nightmare, but it is a major headache," he says. "We've got modelling so sophisticated that every wheel works independently and courses that have bumps every couple of feet, so the mathematics required have been immense. But the real issue here is, 'Is it simulation, or an entertainment product?', and it is definitely the latter."

So the subject matter perhaps doesn't lend itself to a fast-paced racer? "To a point," he admits. "In real life – and I have been in one of these rally cars and it's





The differing weather conditions affect both the handling of the car and the crap that the spinning wheels throw up.

terrifying – they can only go around corners at 30mph. We've now made accurate models to show this, but are also working on the game to ensure that it can be played at any end of the scale. We want people to get around a course, but with the car in a terrible state. If you're not a good driver at least you can crash your way around in some sort of demolition derby and still be able to enjoy the game."

To strike the balance between realism and instant gratification, the game's difficulty levels will come into play. The easier modes will feature wider courses, which will narrow as the player gets better and braver. "The complaints that we've had from real drivers regarding past rally games is that the courses are actually as wide as motorways which isn't true of most rallies, yet makes for a more accessible game," Kenwright explains. "We're also aiming to keep the front end totally uncluttered. Basically, we are after what we call the 'Homer Simpson Demographic'. By this we

**//It's not about driving down a glass tube devoid of life, going point to point and never knowing what's around the next corner. The starting point for us is you have to be immersed//**

mean we want a game that can be enjoyed by anyone aged four to 40 that allows them to get straight in without the need for complex menus, but has the depth to grow with them as they improve."

After testing the game, *World Rally Championship 2001* reveals itself to be very smooth and playable. The additional elements all fall into place, working together like one of the game's well-oiled engines. The race replays, for example, show off Kenwright's plans to mimic Eurosport's coverage. Cameras sweep through trees and into the vehicles, the in-car view showing the driver changing gear. Lens flare and a truly open game area enhance the experience. It is the latter that Kenwright is particularly proud of. "What's wonderful to me is seeing the mountains in the distance, knowing that in a minute you'll be driving over them," he enthuses. "The real-life levels also don't need extra ➡

## SEASON 2001 DATES

Evolution has stuck to the official WRC calendar. As such, here's the full list and proper titles of tracks where you'll all be watching next year on EuroSport.

18-21 January	Rally Monte Carlo
8-11 February	Rally Sweden
8-11 March	Rally Portugal
22-25 March	Rally Catalunya
3-6 May	Rally Argentina
31 May-3 June	Acropolis Rally
14-17 June	Cyprus Rally
12-15 July	Safari Rally
23-26 August	Rally Finland
20-23 September	Rally New Zealand
4-7 October	Rally San Remo
18-21 October	Tour de Corse
1-4 November	Rally Australia
22-25 November	Rally of Great Britain



The crowd reacts as the cars pelt by – especially if one accidentally careers into them...





elements thrown in to pad them out. In Africa, you'll see animals on the plain, for example, while another stage is up a 9,000 foot track around a mountain." Night races increase the challenge. In pitch dark and thick dust clouds other cars taillights are the only indication of where the track leads next.

## THE EVOLUTION GENERATION

The game marks a new era for both PlayStation 2 and Kenwright – and he knows it. The bitter experiences of DiD have left him older and wiser, but he sees the new Sony machine as the perfect foil for the 18-man Evolution team's obvious talents. "At DiD we were great at developing for machines that didn't actually exist, but now our console has finally arrived," he smiles. "PlayStation 2 has the horsepower and technology that finally lets us loose with the physics, environment and immersion techniques we have been working on for years. While everyone else has balked at what the machine can do, we had all this stuff ready and it was a case of just hopping across to the format."

But what of the delays that plagued virtually every DiD game – can a small independent developer really survive in these days of giant publishers and huge expectations? "One of the advantages of *World Rally Championship 2001* is that we weren't encumbered by the problems of finishing last year's game before rolling the franchise over to this year," he says. "We're also focused on one format, whereas other rally games have to be supplied to everything from a WAP phone to a workstation – with the console versions just bashed out in-between."

As such, Kenwright is keen to keep Evolution Studios to a more manageable level, "At DiD we had to keep reinventing the wheel with the PC format, and development costs spiralled. We've got away from that to work with a smaller team, on just a couple of titles, on a machine where the specifications are set but impressive and we can create major innovations."

Additional talent is brought in for more specific roles. It's a method employed by movie companies, and one that Kenwright feels is the way ahead for the close-knit Cheshire team, "At Evolution see ourselves more on a par with a movie production company." He elaborates, "We handle the basic core of the game, but other areas – such as the motion capturing of the drivers or the inclusion of their faces – are farmed out to specialist teams." For example, the technique used in the game to discern between near and distant sounds has been contracted out to an audio specialist.

*World Rally Championship 2001* is released for

## //PlayStation 2 has the horsepower and technology that finally lets us loose with the physics, technical, environment and immersion technologies we have been working on for years//

### DETAILS, DETAILS...

**Why *World Rally Championship 2001* is going to be the greatest rally game yet. Your PS2 is about to get dirty.**

1. Tyre marks are left in the wet mud behind the cars.
2. You have the ability to go absolutely anywhere.
3. As you drive your car gets dirty and sustains visible damage from bumps and scrapes.
4. When you've hit too many trees, the cars' handling will become very sluggish and unresponsive.
5. Motion captured fans by the roadside actually react to the cars, rather than staring into space.
6. Depending on the country, the game will include gradually changing weather effects.
7. The night driving is dangerously realistic. At some points you have no idea where the next bend is.
8. Swinging around those tight corners is exhilarating.
9. Replays are starting to become the norm in racing games, but these are stunning – you could be watching Eurosport.
10. Not only is the action and gameplay realistic, but it's totally playable. Result.

PlayStation 2 in the summer of next year and the team is currently putting the finishing touches to the handling and aesthetics. They are still awaiting the precise cockpit details for the 2001 season, while the likes of Makinen and Sainz will have their faces digitised for inclusion. The control differences between the Peugeot 206 and Ford Focus are also being implemented as the minutiae are added to the game. "I think it's a landmark product and so do Sony," Kenwright concludes. "There are a few titles on the way that are capturing the imagination, but not like we've done. We've got a fantastic team and have only had PlayStation 2 development kits for just over a year, so have had no head start over other teams. But we are really keyed up for this game and the energy and motivation is there – it's like a fast train gathering momentum that keeps pushing this game. It will be the first major second-wave title."

Rising, Kenwright admits he has to catch a plane to the San Remo rally where more research awaits. His love of rallying may have initiated *World Rally Championship 2001* – he owns an aptly named Evolution rally motor – but it is the skills and lessons learned at DiD that will see it through. His return can only be to the benefit of PlayStation 2. □

**\*Next month: Martin Kenwright set up Evolution with Ian Hetherington, founder of once-great PlayStation developer, Psygnosis. So what happened to Hetherington's old stomping ground? Resurrected for the new millennium with a new name, Sony's Studio Liverpool revs up Formula One 2001 for release as we examine the fall and rise of arguably the most integral PlayStation developer ever.**





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WORDS: AMOS WONG

# RISE OF THE ROBOTS

For over 50 years, Japanese science fiction fans have been obsessed with the concept of 'mecha' – giant robots, usually controlled by human pilots, and always capable of city-crushing mass destruction. Historically, UK gamers have been denied the best mecha-based games, but with *Armoured Core 2, Red* and *Zone Of The Enders* all heading to Britain in 2001, it looks like we're set to witness the real robot wars...



In Western culture, robots have never been heroes. The technological fantasies of the Fifties failed to materialise in reality and robots in films or on television were rapidly marginalised as kitsch extras. We remember Robby The Robot from *Forbidden Planet*, the *Lost In Space* robots, Twiki from *Buck Rogers*, C-3PO, Daleks and, more painfully, Metal Mickey. The inherent crapness of robots has now been harnessed for top-rating TV show *Robot Wars*.

In Japan, the rise of the robots is a very different story. Taking on far more heroic personalities than their Western counterparts, Japanese robots are intrinsically linked to the popular culture of manga (comics) and anime (animation). In more contemporary form, the robots have evolved into giant mobile suits worn by humans in order to become attack vehicles. It's a lot different from their origins.

*Astro Boy* (*Tetsuwan Atom* in Japan) is perhaps the most famous robot of them all. His creator Osamu Tezuka is largely referred to as the God of manga, kick-starting both the Japanese manga and anime industries. The *Tetsuwan Atom* manga made its debut 50 years ago with the anime following in 1963 and robots of one form or another have appeared on Japanese TV every year since. *Astro Boy* remains an icon to this day, influencing countless other creators in the entertainment industry (Stanley Kubrick asked Tezuka-san to collaborate on 2001: *A Space Odyssey* after seeing *Tetsuwan Atom*) as well as

real-life robot developers, such as the staff behind Honda's Humanoid Robot P3.

"The robot animations I watched were of the first anime generation," says *Metal Gear Solid* guru Hideo Kojima, about the likes of *Tetsuwan Atom*, *Eight Man* and *Kikaider*. "These were sentient robots that struggled through their own lives and questioned their existence." Not to be dismissed as mere entertainment, Kojima-san remarks that the anime series of his childhood were not simply about robots, but about the story's protagonist growing, meeting new people and learning the meaning of life – a textbook for human relations that wasn't taught in school.

With *Tetsujin 28* (known as *Gigantor* in English-speaking countries) following shortly after *Tetsuwan Atom*, manga artist Mitsuteru Yokoyama created the medium's first giant robot hero, which was remote-controlled. But perhaps the most influential mecha creation in Japanese science fiction history was Go Nagai's ground-breaking anime and manga *Mazinger Z* in 1972, the first robot piloted from a cockpit within the machine. After all, why remote-control a robot from afar when you can save the world and smash up the bad guys first-hand? Two years after *Mazinger Z*, Go Nagai revolutionised the genre again with *Getter Robo*, the first transforming robot. These flexible friends could rearrange themselves as three jet fighter planes, while a second combination order yielded three separate, smaller robots specialising in air, land and sea combat. *Transformers*, eat your (metal) hearts out.

Tatsuo Sato, director of the hugely popular giant robot series *Martian Successor Nadesico* fondly remembers Go Nagai's robots, to the point of creating a TV series



//All Japanese boys have a dream of being able to control robots of their own//





Next year will see beasts like  
chuckles here appearing on  
PlayStation 2 in the UK.





From Software's *Armoured Core 2* promises mecha in its purest form.

## //ZOE's direct anime influences are a contrast to Red's alternate reality approach//

□ within his TV series that both parodies and pays homage to them. "Actually, looking back now, the stories were very straightforward. Some parts weren't that good and often they didn't make much sense," he reflects. "But I still haven't forgotten the sensation of how I felt at the time. I think it's a very important feeling to keep, a feeling that I want audiences to have when they see my work."

It is no surprise that the robot has also become a prominent icon in the games industry and is set to make a big impact on the PS2. "In Japan there's the robot culture and as kids we grew up with that stuff on TV," says Keiichi Matate, mecha designer of Konami's PS2 mecha-strategy title *Red* (known as *Ring of Red* in Japan). "All Japanese boys basically want to control robots of their own. It's like a dream come true."

With so many human characters already featured in games, robots offer a different slant. However, they are nearly always humanoid in shape, so gamers can still relate to them as 'characters'. "You don't want to control something that's so different you don't have a clue what it is," he says. Matate-san concedes that the easiest way to visualise a hero is to make it look human. In Japanese science fiction, the protagonist tends

to use a humanoid robot as the 'attack vehicle' – an extension of his or her body – to save the world and sometimes die for the people. "It better represents the Japanese mentality when the hero looks like a human, as opposed to a starship."

There are various fundamental differences between Japanese and Western mecha design. Matate elaborates, "One thing that is typical of Japanese robots is that they look very heroic. They have fancy decorations and look cool. Foreign robots tend to look more practical and less heroic, as though they may actually work – you can imagine where all the screws go. In the Japanese mainstream, people mainly prefer the cool, heroic types."

### THE BIRTH OF THE MOBILE SUIT

In its depiction of war between Earth and space colonies demanding independence from the terrestrial Government, 1979's *Mobile Suit Gundam* was the next major mecha revolution following *Mazinger Z* and *Getter Robo*. The series also introduced ground-breaking mecha designs, courtesy of Kunio Okawara. Although still retaining heroic qualities, these robots possessed a distinct realistic styling, unseen in other works up to that point. Boasting multiple spin-offs across various media, today *Gundam* is an industry in itself.

"I think *Gundam* had a big influence on robots in games and anime, in the sense that the series gave a new role to robots. They had previously been big heroes with personalities, but *Gundam* remodelled them as weapons and vehicles operated by people," says *Front Mission 3*'s director Toshiro Tsuchida.

*Front Mission*, the popular PSone mecha-strategy series from Square that originated in the Super Famicom days, can be regarded as one of the many branches of the *Gundam* aesthetic to be represented in gaming. Indeed, Tsuchida-san refers to Vantsa – the main mecha in the *Front Mission* series – as a 'post-tank' and the story is told through the eyes of the pilots. "We didn't limit our inspirations for the mecha to anime or manga. Rather we collected ideas from the designs of real weapons and special vehicles to make the mecha look realistic."

Konami's *Red* is also a strategy game, but it distances itself from *Front Mission*. "What we've done differently, thanks to the PlayStation 2's capabilities, is that we have soldiers on the field fighting alongside the robots. Implementing various combinations of the different types of robot and soldiers – all of whom have different skills – is the key to winning *Red*'s battles." This feature was a request from mecha designer Matate during the early stages of development. Depending on the choice of combinations, your mobility on the field, recovery rate and the weapons available to you will change.

*Red* is another example of how the mobile suit concept has expanded across all genres of Japanese gaming. "The setting is an alternate history after World War II, where Japan has been split into two nations," says Creative Director Masahiro Hinami. The mecha fighting units comprise of Armoured Fighting Walkers (AFW). "They're based on real tanks," he explains, "The Allied side of Japan's robots are modelled after German tanks but with the distinctive cannons of US tanks. The robots of your enemies occupying the Communist north have motifs based on Soviet machines."

## RISE OF THE ROBOTS

The essential guide to four decades of mecha.

### THE SIXTIES

- **Astro Boy** (Tetsuwan Atom)
  - Manga/TV Series
- Largely credited as the very first robot in popular Japanese science fiction. A live action Hollywood remake is currently in the works.

- **Gigantor** (Tetsujin 28)

- Manga/TV series
- The original remote-controlled iron giant, created to save the world.

- **Eight Man**

- Manga/TV series
- Melding the man with the machine, this guy was one of the first mecha cyborg superheroes.

### THE SEVENTIES

- **Combattler V**
  - TV series
- Five vehicles combine to form a robot, piloted by colour-coded heroes. The likes of *Voltron* and (ugh) *Power Rangers* would follow.

- **Getter Robo**

- Manga/TV series
- Believe it or not, a company has done the impossible and actually made a fully transformable toy of *Getter Robo*, the very first combining robot. The complete kit will set you back over ¥40,000 (£250) though.

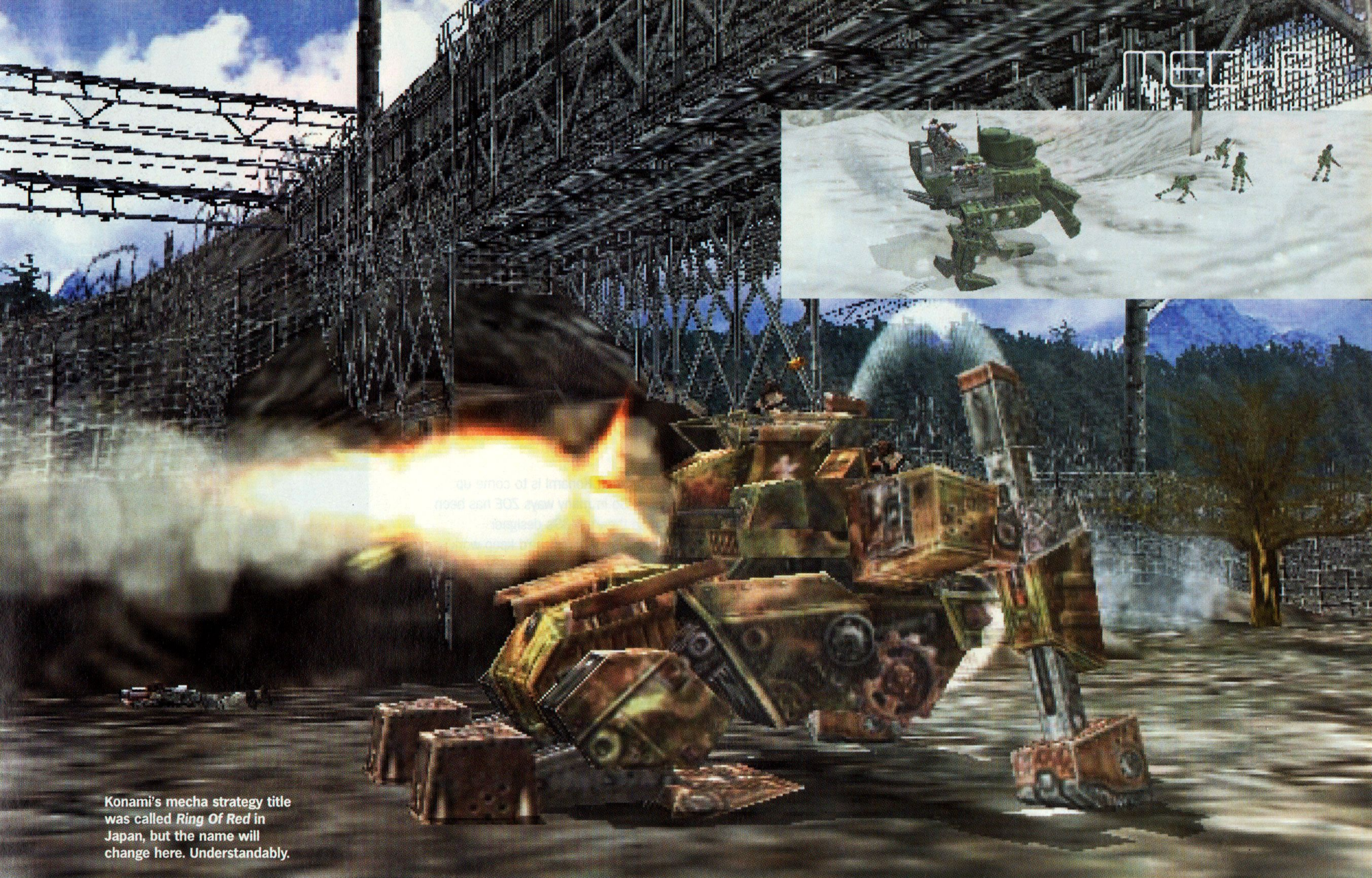
- **Mazinger Z**

- Manga/TV series
- Began the trend of pilots shouting the weapon's name as they used it. And why not, when *Mazinger Z* has a heat beam called 'Breast Fire'? Female-shaped sidekick Aphrodite A also boasts breast missiles. Thanks.

- **Mobile Suit Gundam**

- Manga/Novel/TV series
- The ultimate mecha franchise and consistently heralded as the most important anime of all time by animators and game developers. Demands an investigation of its own.





Konami's mecha strategy title was called *Ring Of Red* in Japan, but the name will change here. Understandably.



Another unique feature of *Red* concerns the opening movie and between-level cut-scenes, where the concept of alternate reality is reinforced by the use of actual historical footage. "For example, there's a scene from the signing of the San Francisco Peace Treaty which we've used to illustrate a fictional meeting," explains Hinami-san. Better still are impressive scenes where historical troop deployment footage has been seamlessly blended with animated scenes of the AFWs stomping around. Hinami reckons that the combination of troops and mecha in battle is the game's strong point. "In actual warfare, it's never a matter of a tank versus a tank, the infantry are also involved. That's what happens in this game, so it's a little different to the anime robots of tradition which generally fight one-on-one."

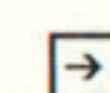
## KICK-ARSE ROBOTS

Conversely, one-on-one robot fighting is a big feature in KCEJ West's forthcoming PS2 game *ZOE (Zone Of The Enders)*. Produced by *Metal Gear Solid's* Kojima, the game is set in the 22nd Century. After the mining colony of Antilla is hijacked by a fanatical military regime, young introvert Leo Stenbuck is drawn into the conflict and becomes the unwitting pilot of a Jehuty, a humanoid orbital frame. Which is really just a fancy term for a kick-arse giant robot.

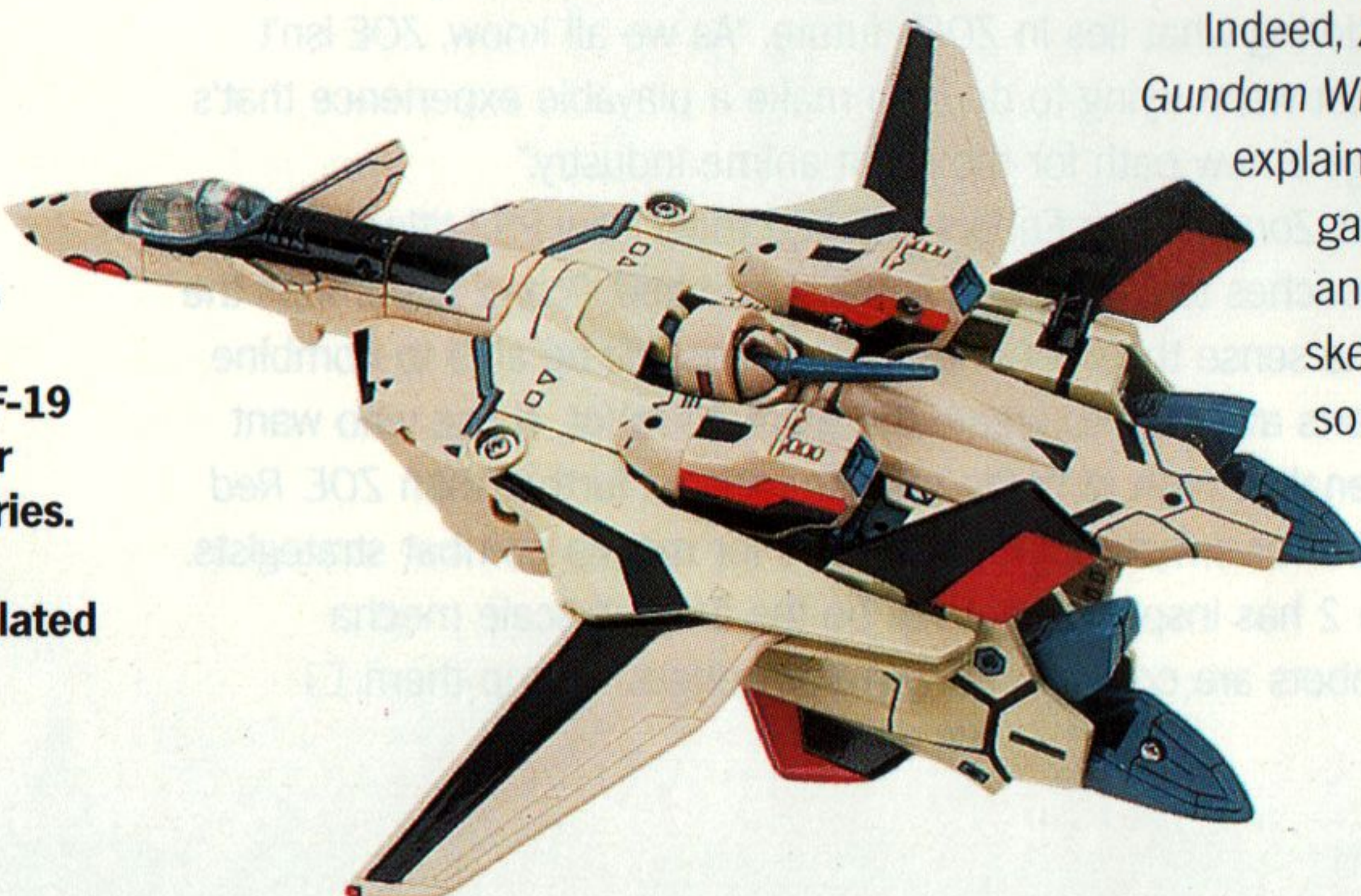
The game's direct anime influences are a contrast to *Red's* more reality-based approach. The entire development team at KCEJ are big anime fans, and had originally been developing a magic-orientated game – but with no solid results. "These people happen to be from the second robot anime generation," explains Kojima. "They've worked on *Gundam* and other anime, as well as things like rocket engine research." When he asked them what kind of title would inspire their best work, they replied 'a robot-animation based game.' Hardly surprising, really.

Indeed, *ZOE's* character designer Nobuyoshi Nishimura once created the cast of *Gundam Wing* and *Gundam X* – the newer generation *Gundam* anime series. Kojima explains, "One day he came over to KCEJ and basically said, 'I want to work on games. The games industry looks very exciting, let me do something.' With animation, everything is a division of labour. You come up with the rough sketches, then you have the next person work on the motion, the cels and so on. So your designs won't be used in the way you want. Nishimura-san didn't like that situation, wanting to be part of the project from the planning stage to when the game reaches the shelves."

*ZOE's* Director Noriaki Okamura was the main programmer on Kojima's early mech games, *Policenauts* (1994). "When Okamura-san



**Robots in disguise:** This amazing mechanical transforming toy is a YF-19 from the hugely popular *Macross Plus* anime series. Japanese toyshops are crammed with robot-related merchandise.







From the stable of *Metal Gear Solid* comes Hideo Kojima and Yoji Shinkawa's *ZOE* – the most impressive mecha game around.

➡ first joined Konami, he kept on saying 'what I want to do at Konami is to come up with a robot anime adventure game', Kojima recalls. "So in many ways *ZOE* has been like a promise between him and me." Then of course there's MGS's designer extraordinaire, Yoji Shinkawa. "Even if I tell him not to work on *ZOE*, he'd keep working on it forever because it's like his dream come true," laughs Kojima. "He really wanted to do the robot stuff. With *Metal Gear* he can design futuristic weapons, but has to stick to a realistic setting. So *ZOE* has been an outlet for his sci-fi frustrations."

Immediately apparent is the incredible fluidity of the game's combat and its dynamic presentation. "When you lock on to a certain enemy, the camera always tries to keep both of you in its frame," Kojima says. "So you fight in an anime style, but using very simple controls."

"All we have on our minds regarding *ZOE*," he continues, "is to make the robots move and look cool, instead of thinking too much about the environment and atmosphere. Obviously robot anime is cool, but what we're deliberately trying to do in this game is have the robots move in a more realistic way that

normal cel animation is unable to express."

*Red* and *ZOE* are both headed to the UK in the new year, but leading the PS2 mecha game invasion is From Software's *Armoured Core 2*. Famed mecha designer and anime director Shoji Kawamori once again lends his talents to create the game's spectacular robots. Renowned for the classic animes *Superdimension Fortress Macross* and *Macross Plus*, his outstanding designs have also appeared in the likes of cult anime *Ghost In The Shell*, the two *Patlabor* movies and the *Blue Submarine Number Six* series. Kawamori has also worked on PSone game *Omega Boost* (from *Gran Turismo* creators, Polyphony Digital) and various *Macross* games.

Kawamori-san has commented that the PS2's capability to produce even more beautiful graphics than its predecessor has allowed for an unprecedented amount of detail for his robots (here called Core units). Indeed, the game's emphasis on Core unit customisation reflects the incredible attention to the detail of the mecha evident in all of his work. *Armoured Core 2* is a classic mecha game, one which will satiate devotees of the genres but will also excite newcomers. It will prove an ideal entry point for Brits.

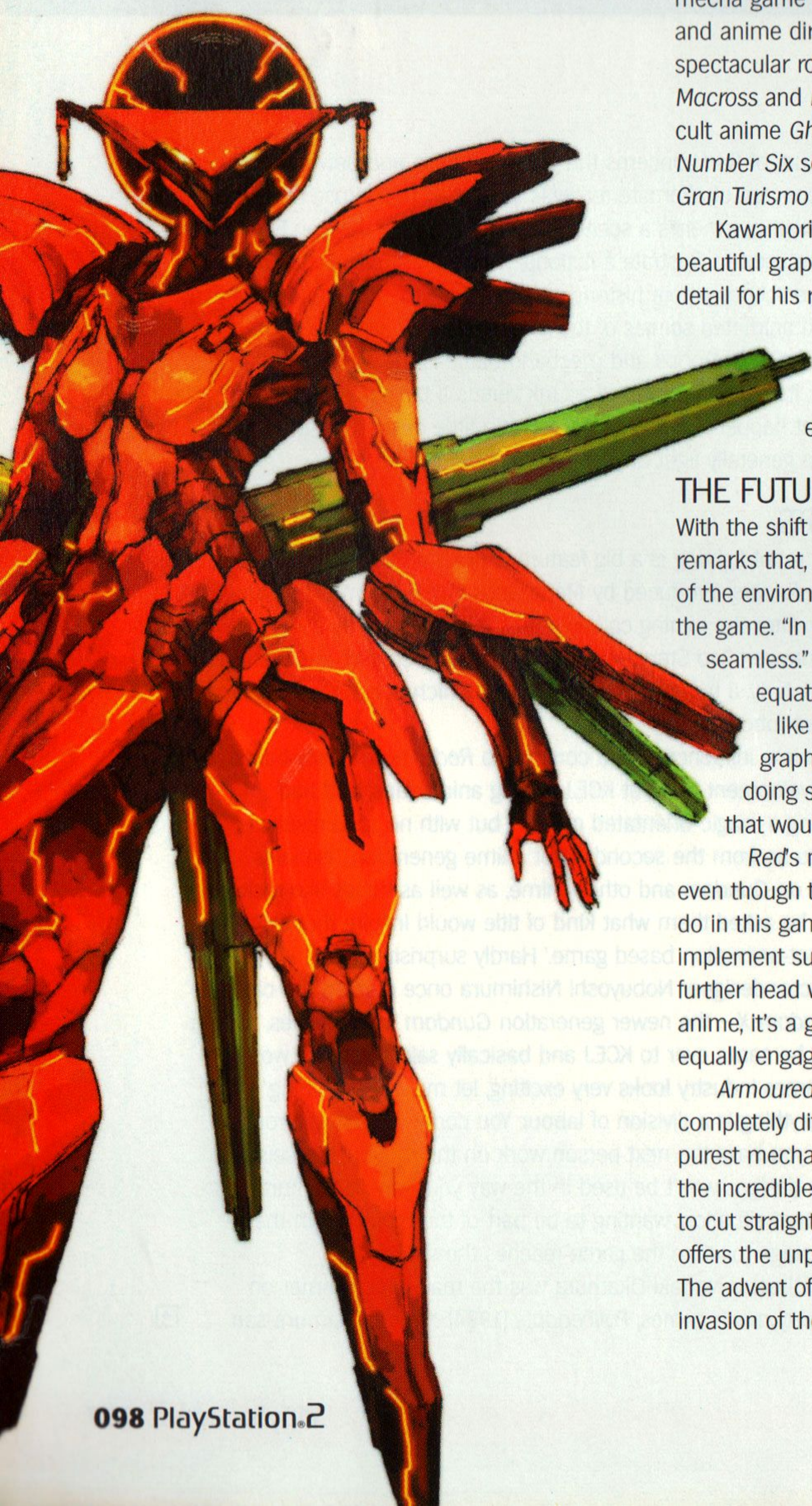
## THE FUTURE OF MECHA

With the shift from 2D to 3D made possible with PSone, *Front Mission 3*'s Tsuchida remarks that, "We succeeded in expressing the 'weight' of the mecha and the space of the environments." However, the development also sacrificed the response time of the game. "In *Front Mission 3*, we solved this by making the map and battle scenes seamless." Of course, the 3D movie scenes added eye-popping cinematics to the equation. Regarding the PS2, he wants to widen the scale of the battles. "I'd like to realise 3D battle scenes with multiple mecha units, utilising the graphic abilities of the machine to draw the robots in greater detail. If by doing so it also enables us to develop a new type of direction and expression, that would be brilliant."

*Red*'s makers would also like to stretch the PS2's capabilities with a follow-up, even though the original's only just out in Japan. "There are many things we couldn't do in this game," says Matate, "It'd be nice to be able to do a sequel where we could implement such features as combining mecha parts." Kojima, however, is thinking further head when considering what lies in *ZOE*'s future. "As we all know, *ZOE* isn't anime, it's a game. So what we're trying to do is to make a playable experience that's equally engaging and forge a new path for the robot anime industry."

*Armoured Core 2*, *Red*, *Zone Of The Enders*... These three new PS2 titles all offer completely different approaches to the mecha genre. *Armoured Core 2* is perhaps the purest mecha game, in the sense that hardcore mecha fans will be able to combine the incredible range of parts available to create the ultimate robot. Those who want to cut straight to the adrenaline rush of battle have to look no further than *ZOE*. *Red* offers the unprecedented involvement of ground troops for mecha combat strategists. The advent of PlayStation 2 has inspired what will be the first full-scale mecha invasion of the UK. The robots are coming and we're powerless to stop them. □

//In *ZOE* the robots move in a way that cel animation could not express//



Turn-based robot ruckus from Square's PSone title, *Front Mission 3*.

## RISE OF THE ROBOTS

Continued...

### THE EIGHTIES

□ **Armored Trooper Votoms**

□ TV series

In which *Gundam*'s mecha designer Okawara further developed the concept of robots as tools for war and not heroes. Result? The classic Scope Dog mecha machine.

□ **Superdimension Fortress Macross (Robotech)**

□ TV Series/Film

Notable for its plot – a love story between a pop singer and rookie pilot, cheesy but infectious songs... oh, and awesome transforming mecha. An instant hit inspiring many *Macross* spin-offs.

□ **Mobile Police Patlabor**

□ Manga/TV series/Film

This futuristic police drama from Mamoru Oshii (the man who went on to direct *Ghost In The Shell*) has been described as *Hill Street Blues* with robots as the stars.

### THE NINETIES

□ **Escaflowne**

□ TV series

Revival of the fantasy mecha genre, executed with lashings of style.

□ **Giant Robo**

□ TV series

*Gigantor*, Nineties style. Regarded as the best of all the contemporary revival anime shows.

□ **Macross Plus**

□ TV series/Film

The best of the *Macross* sequels, with Kawamori (now of *Armoured Core 2*) as mecha designer and director. Just watch it.

□ **Martian Successor Nadesico**

□ Manga/TV series/Film

Insane SF parody that pokes fun at Seventies robots and anime fans.

□ **Neon Genesis Evangelion**

□ Manga/TV series/Film

The ultimate modern mecha mind-bender. See it and be amazed.



Flick back to page 24 for an in-depth preview of ZOE (Zone Of The Enders). Good? Damn straight.



Gundam is everywhere in Japan. Bandai will release a new Mobile Suit Gundam game on PS2 before Christmas, but a UK release is unconfirmed.



A catalogue of mecha-related toys covering everything from Gundam to Mazinger Z and Getter Robo to Sega series Virtual On (pictured above).



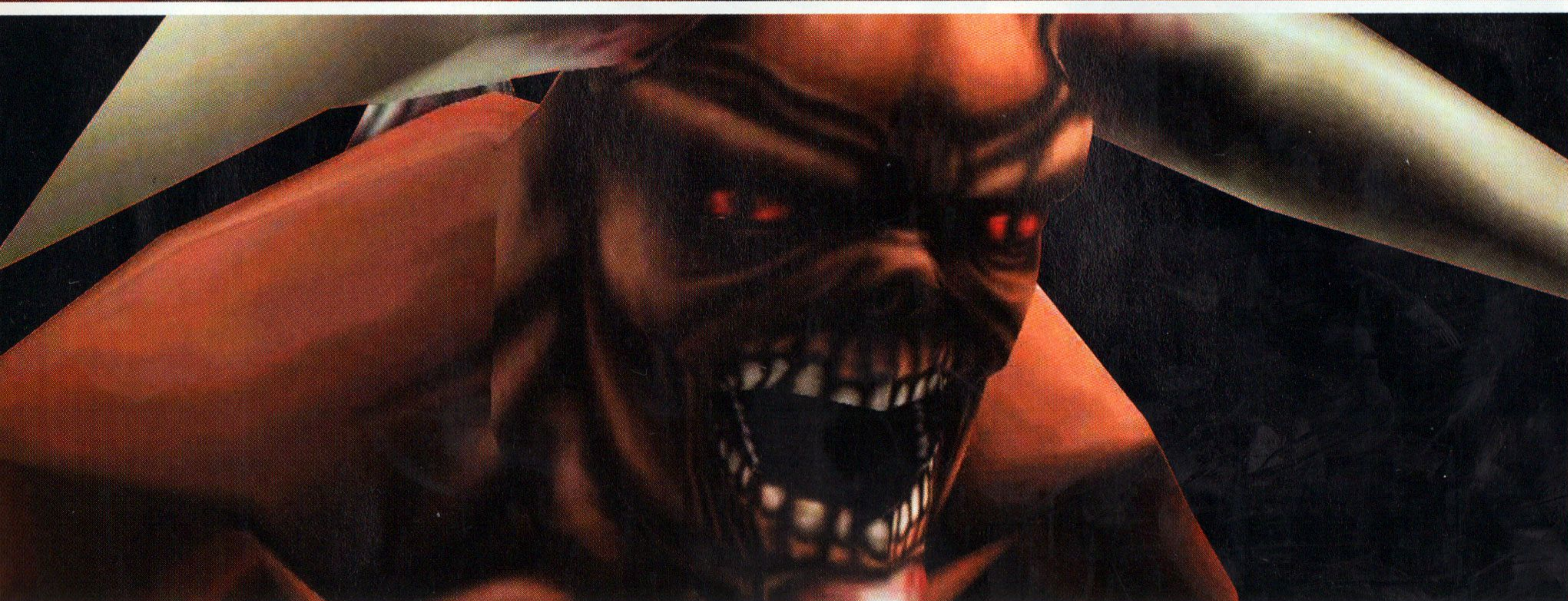
## SUPER ROBOT WARS

The mecha heroes unite.

The sheer number of games featuring mecha available in Japan makes a comprehensive list impossible here, but one ought to be mentioned, especially in the context of anime. Banpresto's long running Super Robot Wars series continues to enthral fans. The strategy games are dreams come true for mecha heads, featuring a cast of robots from anime history (in a 'superdeformed' appearance). It's the like the superhero team-ups in Western comics, but on a greater scale, spanning generations of classic robots.

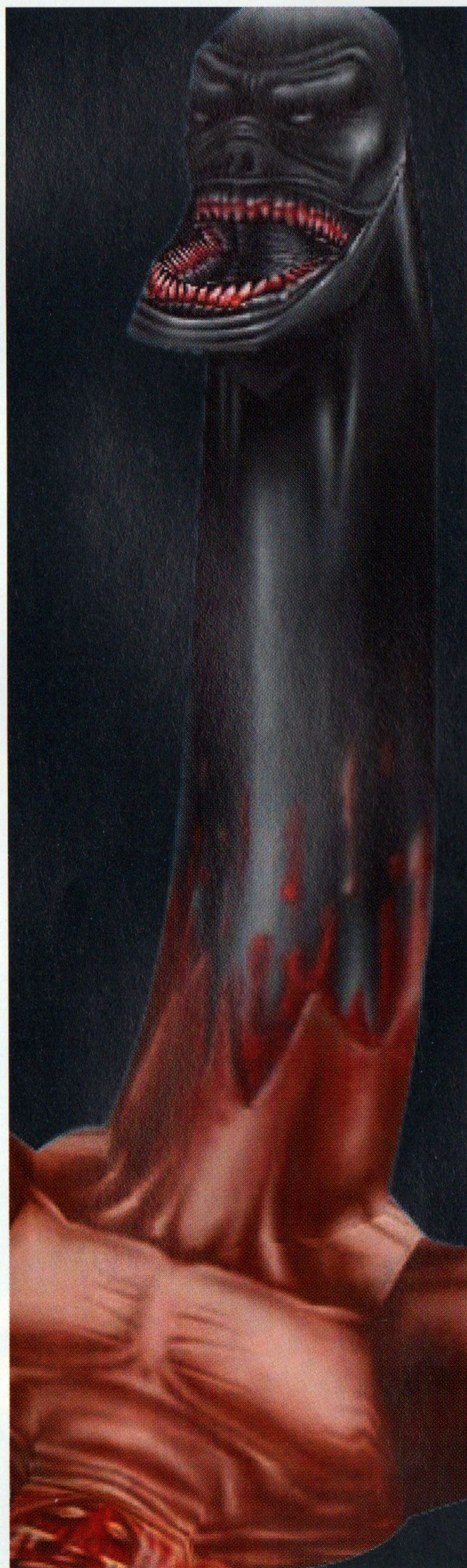
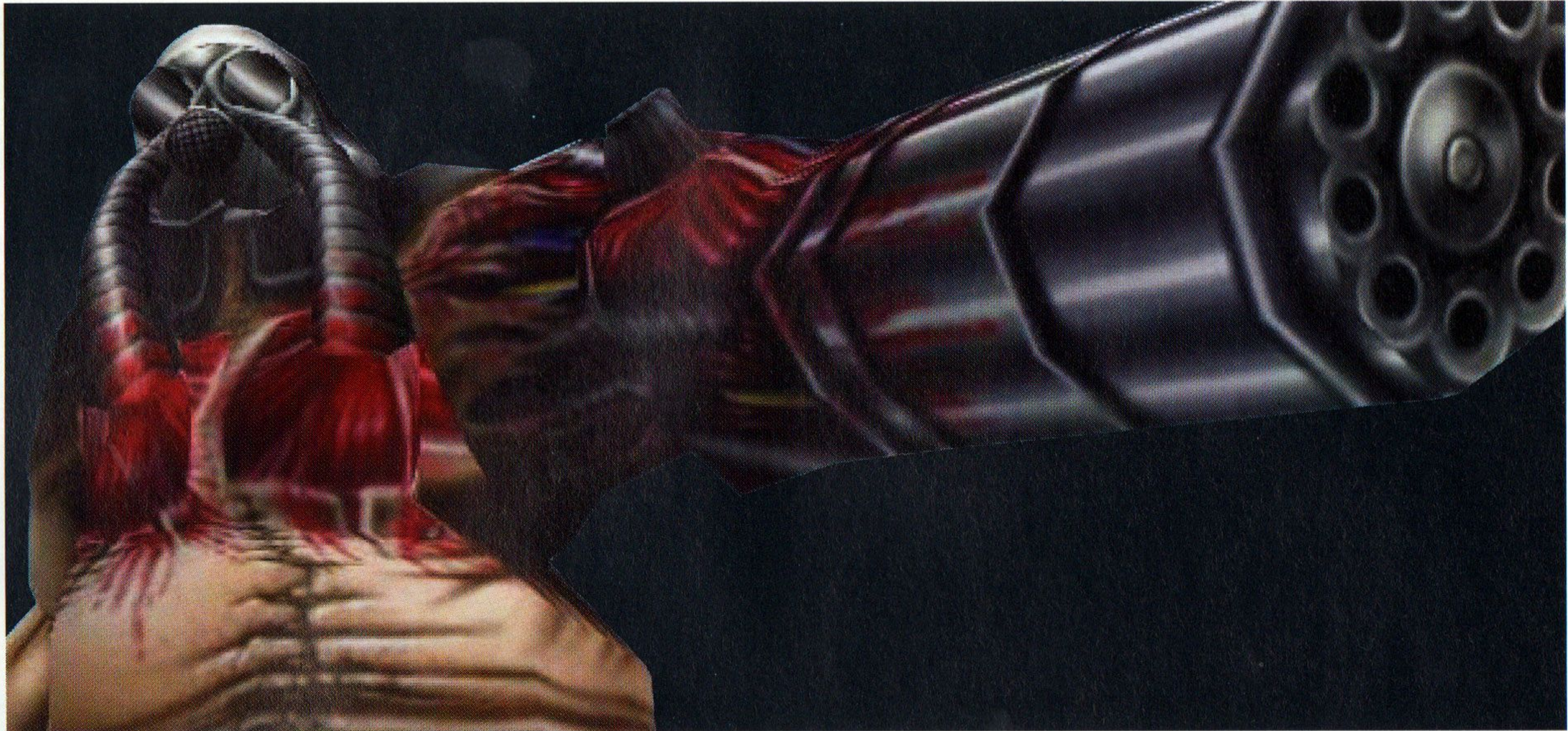
For mecha devotees, the fact the graphics of its latest PlayStation incarnations hardly tax the console's capabilities is irrelevant. However, the movie scenes are always stunning, with Seventies heroes reborn in 3D splendor. The most recent PSone title – Super Robot Wars Alpha – is the second best-selling game for the year so far in Japan.





Behold the terrors  
that lurk below  
*Project Eden's*  
gleaming towers.  
Rather you than  
me...





WORDS: JON JORDAN/PHOTOGRAPHY: KATHARINE LANE-SIMMS

# PARADISE LOST

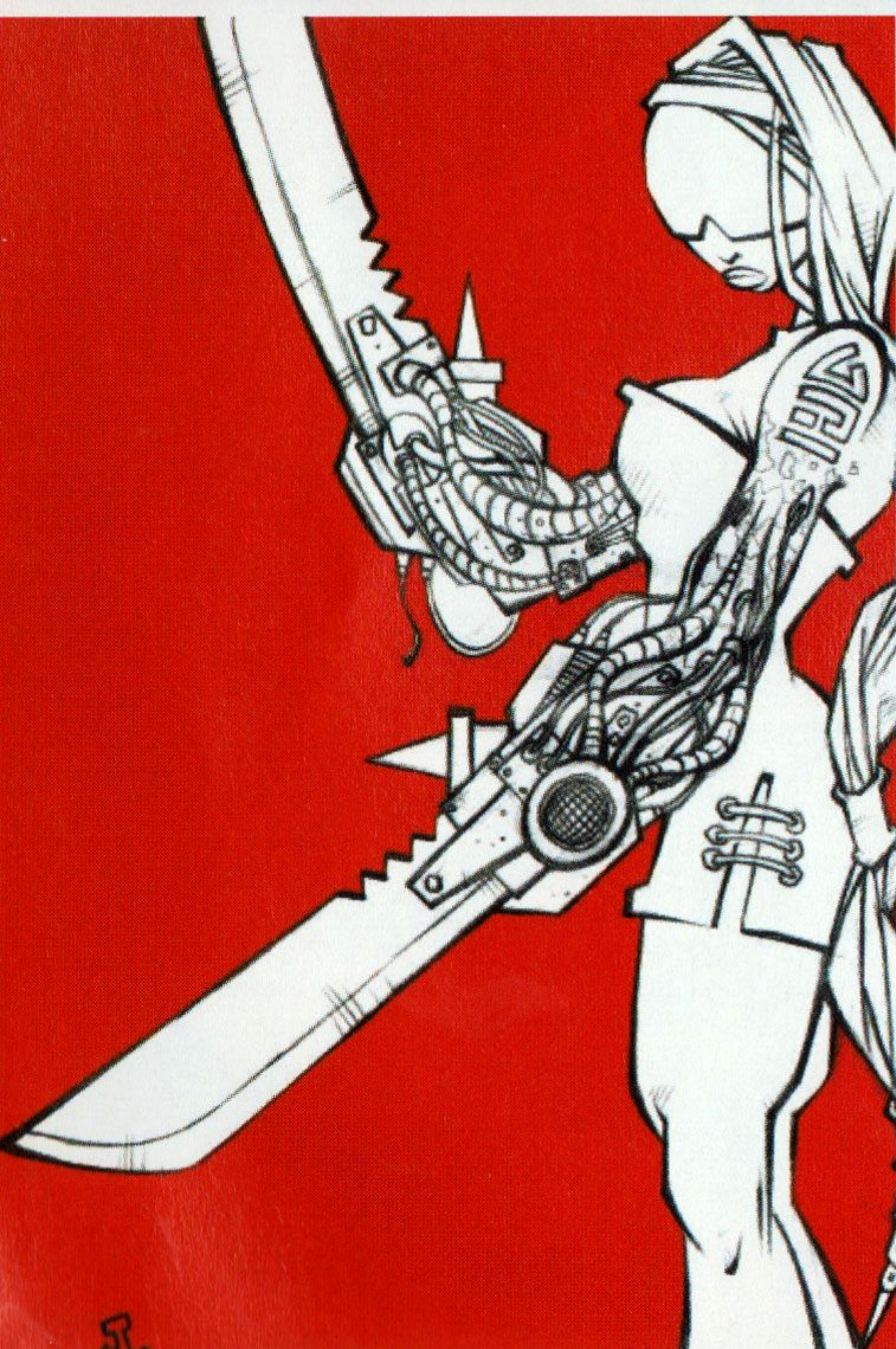
It might be known as the home of *Tomb Raider* but, as Core Design unveils its first PlayStation 2 title, something wicked is afoot in the developer's Derby HQ that would make even Lara Croft squirm. Welcome to the thrilling dystopia of *Project Eden*...







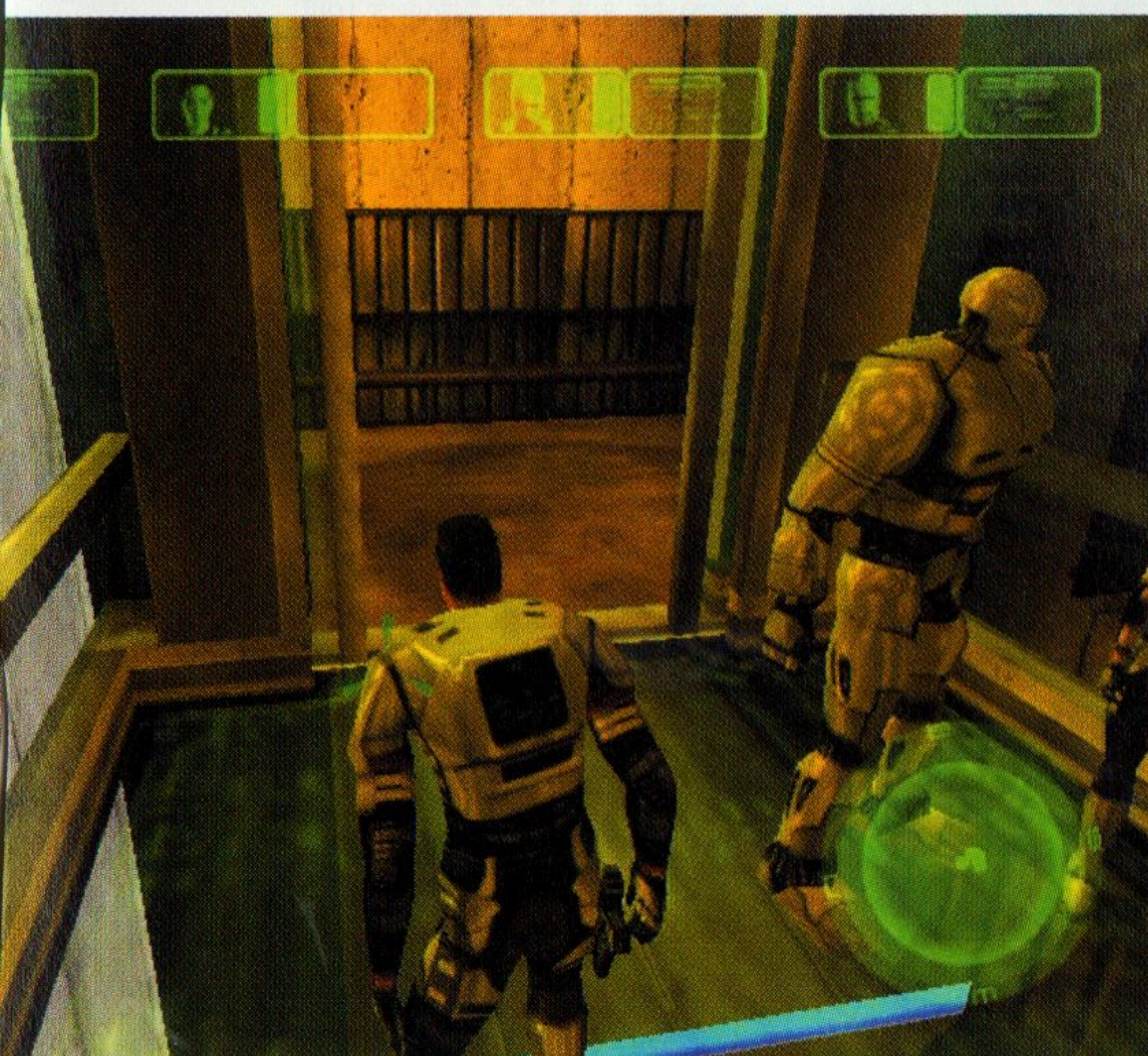
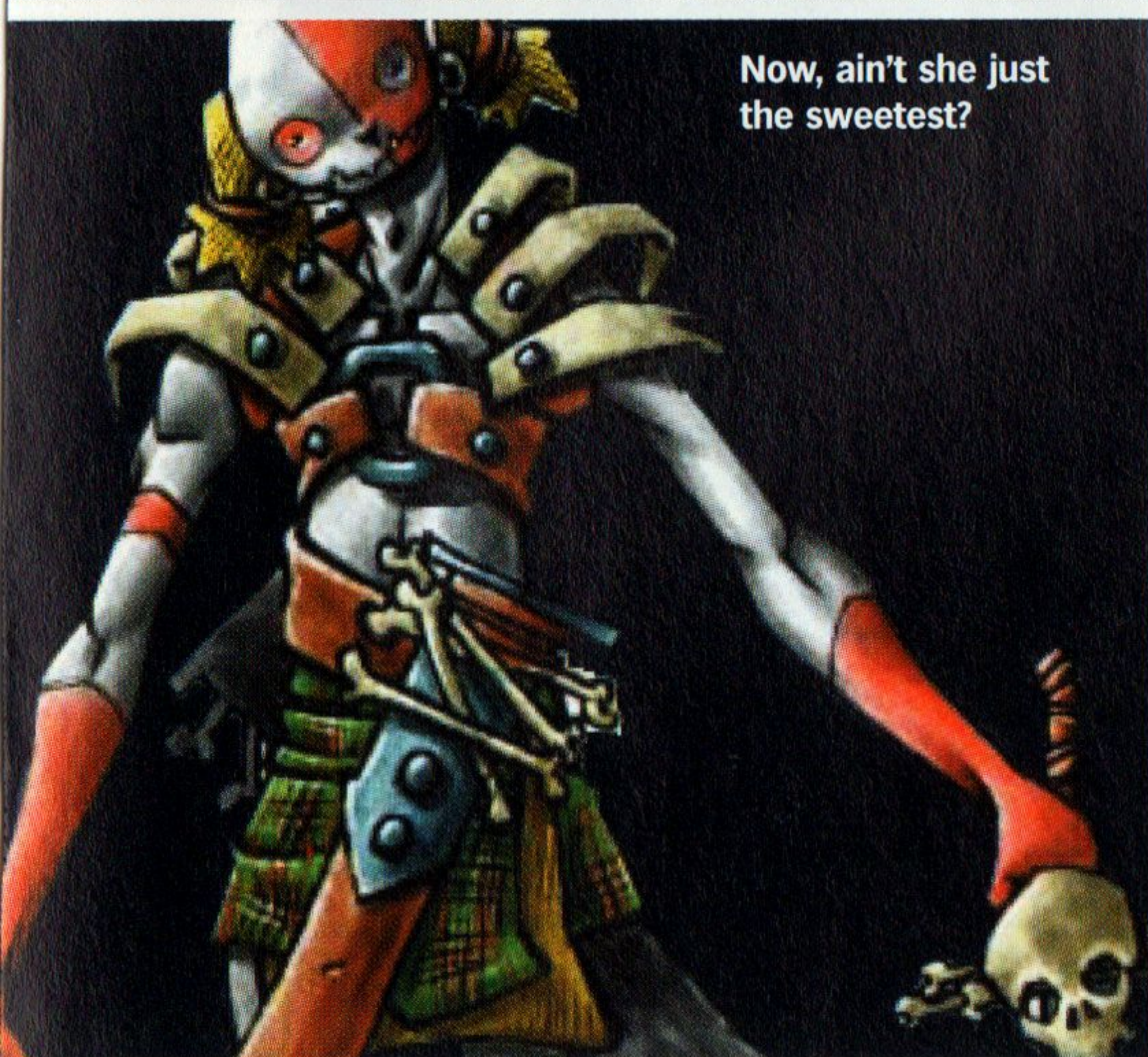
The deeper you submerge into *Project Eden's* depths, the more you'll see decaying scenes like this.



From storyboard to finished image, hundreds of hours went into the design behind *Project Eden*.



# PROJECT EDEN



Core Design's Adrian Smith unleashes his vision for PS2.



Eden: the mythical garden where mankind discussed ethics with a serpent, ate an apple, realised it was totally naked and was then plunged into depths of shame and guilt. And they had the nerve to call it paradise. Thankfully for gamers, in the twisted imagination of Core Design the concept has a bit more grit. Forget old Eden with its blue lagoons, cascading waterfalls and fruit-bearing trees. Instead, imagine if you will the dystopia of *Blade Runner* combined with the sheer scale of *Judge Dredd's* Mega City One. Now add a bloody chunk of *Quake* and the terrascapes trawled by the space marines in *Aliens*. Welcome to a brave new world. Welcome to *Project Eden*.

This gore-filled extravaganza isn't the game you'd expect from the studio famous for solving the Christmas present dilemma of Aunts the world over 'Oh look its another of those *Tomb Raider* games!' The company is currently working on *Tomb Raider's* sixth and final installment which will be coming to PS2 next year. Although very successful, the whole series is in serious need of a makeover. Even Adrian Smith (Operations Director of Core Design) seems to have had enough of Ms Croft.

"To all intents and purposes we killed the bitch off," he laughs, concerning the conclusion to *Tomb Raider: The Last Revelation*. While the financial security of shifting 28 million units is obvious, as Smith points out, the most important focus is to be creative. "We still operate the old ways. We survive on our creativity," he counters, when asked about the Lara production line. And fundamentally *Project Eden's* story starts with an earlier exit from the Lara fold.

After working on the first two *Tomb Raiders*, Lara's development team rebelled. "They said, 'We don't want to do another *Tomb Raider*,'" recalls Smith. They did however have another idea at the ready. It was called *Eden* and drew inspiration from many sources – particularly the speed and aggression of first-person shooters (FPS) and an old squad-based PC game from Psygnosis, *Hired Guns*.

## A BLEAK NEW WORLD

The future of our hallowed planet is going to be a bleak one – if it was harmonious, clean and green, film directors and game developers would have a hard time creating a vision without the inclusion of huge guns, mutants and bloody great space ships. Core's vision of next generation Earth is one that is dominated by concrete and steel structures. Buildings rise thousands of storeys into the sky. At the top of the pile the rich and famous enjoy fresh air and the warm sun on their skin. But the further down the pecking order you fall, the closer you come to the rotting depths of the underclass. As buildings grow higher, so more stress is put on the levels beneath. The good life of upper class is literally squashing everyone else.

The underdogs need controlling and policing though. So as a member of a four-person Urban Protection Force (UPF) squad your mission is to investigate the disappearance of maintenance workers in those deeper levels. □

**/An Project Eden you'll find something sinister is going on, and that takes you deeper and deeper//**





The tall ceilings and short lifespans facing *Project Eden's* Urban Protection League.

☞ "As you go lower down, you'll enter areas that have been abandoned and are off limits. That's where things start to get really weird," says Smith, a big grin playing across his face. Down in those depths you'll find people worshipping a toilet because they think it is some kind of deity, as well as tribes of blind mutants that have never seen the sun. "Very soon in *Project Eden* you'll find something sinister is going on and that takes you deeper and deeper," Smith continues. As the games marketing tag line put it: 'You're going down'. Worried yet?

Two and a half years after the initial idea, *Project Eden* is finally coming together. Set for a March 2001 release, the team is just preparing to enter its crunch phase – hence the timing of *OPS2's* visit. It is a hard game to get your head around in the way that it borrows concepts from many different game genres and binds them together to form a unique mix all of its own.

For the record Smith calls it a 'third-and-first-person-perspective-squad-based-adventure-game-with-puzzle-solving-and-resource-management-element'.

When you actually sit down to play *Project Eden*, all these components come to life. It's as fast-moving as any *Quake* clone but there's the option of a third-person view if you prefer to see your character in their surroundings. Unlike most third-person games, which tend to be slow when you rotate a character, *Project Eden* is sprightly. To prove the point, Smith is keen to demonstrate one of the game's party tricks.

A main difference between first-person shooters and

third-person games is that in FPS you can move backwards while continuing to fire forwards. It's such an obvious manoeuvre you don't even notice you're doing it. Try that in the third-person game however it's a disaster because characters have to shoot where they are looking, and it's hard to run backwards while looking forward. With *Project Eden* however, Core is proud it's solved the problem. In-game, Smith slips into third-person mode, draws his weapon and starts firing. Then without stopping he locks onto the target and starts retreating, fast. And lo, his character turns to face the rear, while it's out-stretched gun-hand remains pointing in the direction of the foe, the torso smoothly twisting to accommodate both actions. So pleased is Core with this new ability that as *OPS2* watches the demo it is one of the main things they are keen to showcase. It also gives an indication that *Project Eden* involves plenty of running away.

Gameplay-wise, *Project Eden* relies on the interactions between the four members of the squad. Each have their own attributes and are fully playable.

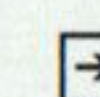
The nominal leader, Carter, keeps in touch with the UPF's HQ, receiving mission briefings and intelligence reports. Minoko, the computer expert is essential when over-riding the obsolete door and security systems still active in the abandoned sectors. Andre is the mechanical specialist, while heavy weapon back up is provided by the squad's robot, Amber. Key to *Project Eden's* gameplay is the ease with which control can be switched between these characters. Also important is the fact that left to their own devices, their AI is good enough to keep them out of trouble. As other recent games have demonstrated, there's nothing worse than going off to explore, returning only to find your squad has been wiped out or fallen into a river.

"The characters can do two things," says Smith. "They follow or they stay and defend themselves – they have the intelligence to do this and find cover." To prove this, Smith loads up a level and leads the team into a disused train station. Suddenly all hell breaks loose. A burly man falls on his back and in a nightmare straight from the tortured paintbrush of Francis Bacon, twists and expands into a nasty-looking spider. Simultaneously two streams of hellhounds swarm from a dark corner and head for our heroes. Smith immediately guides his character to safety, leaving the rest of the squad to their own devices. But his point is proved. Without any assistance the remaining three members of the team turn the assorted hordes into clouds of red pulp.

The squad concept is key to the games flow, too. "The characters need to function as a team. It's not a game where you go, 'I'll leave those three here and just take one character'," Smith explains. "You won't be able to finish the game if that's the approach you take." Obvious examples are that players will need to use Amber to enter hazardous environments, while only Minoko has the skills to hack into computer systems. At certain parts of the game though, the team will be forcibly split up, creating sub-missions to bring them back together.

## A NEW WAY TO DIE

The final unique aspect of the game is the way Core has dealt with the problem of power-ups. Don't expect those now-traditional crates to break open or any spinning health packs. As befits a next generation game, it's all done with energy. Because this is the future, technology operates differently. Instead of having to carry around physical objects, all you need is the object's blueprint and the energy to make it. Distributed among the team as their individual health levels, this energy can be used to create weapons, Webcams, sentry guns, in fact pretty much anything. This opens lots of strategic possibilities. At its most basic, team members can pass energy



**//“To all intents and purposes we killed the bitch off.” (Adrian Smith on the demise of Lara)//**



# PROJECT EDEN



"You're going down". Early mock-ups of Project Eden posters and box art reveal a more-than-appropriate tag line...



Expect multiple routes and multiple hazards down these dank corridors.



## HERDY GERDY

Project Eden deals with sci-fi horror, but Core has another game on the cards and it looks more Disney than death and destruction.



Imagine a computer game that looked like one of the classic Disney animations – *The Jungle Book* or *Aladdin*, for example. It would have loads of beautifully lush scenery, hundreds of crazy little animals with names like Honks and Grimps. There would be a hero too, of course, a cocky little boy out to save the world, an evil villain out to stop him and lashings of adventure and humour all round. Keep that image in your mind, you've just been thinking of *Herdy Gerdy*.

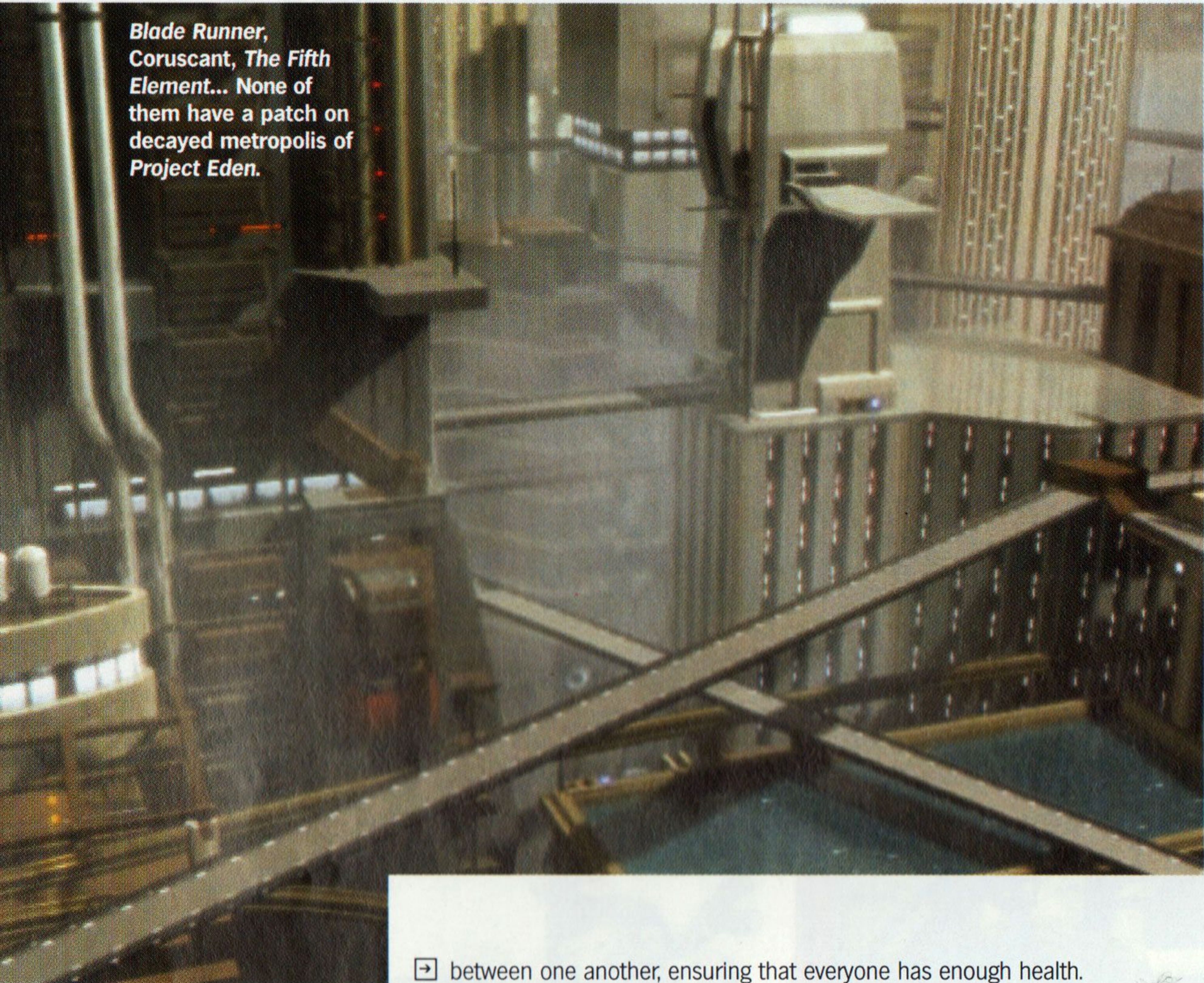
It's almost impossible to provide a better description of *Herdy Gerdy* – Core's secret weapon to change the face of gaming. For one thing, no screenshots have been released. Despite the fact that it's by far the best-looking PlayStation 2 game in the world, Core is not yet happy with its quality. What can be revealed is the story revolves around Herdy. The son of a master herder, his father has been placed under a sleeping spell and only Herdy can save him. So, armed with his special herding stick, Herdy's adventures through the different regions of his home island begin. A free-roaming game, each level will be unlocked as Herdy organises the creatures he finds there. Core is promising the game will have a complete ecosystem filled with hundreds of different species, each with its own characteristics.

*\*Herdy Gerdy is due for a spring release. More next month.*





# PROJECT EDEN



Blade Runner, Coruscant, The Fifth Element... None of them have a patch on decayed metropolis of Project Eden.

□ between one another, ensuring that everyone has enough health. Alternatively it might suit some playing styles to boost the lead character, at the expense of those behind. Which is good if you expect to meet the enemy head on, but not so clever if they come at you from the rear.

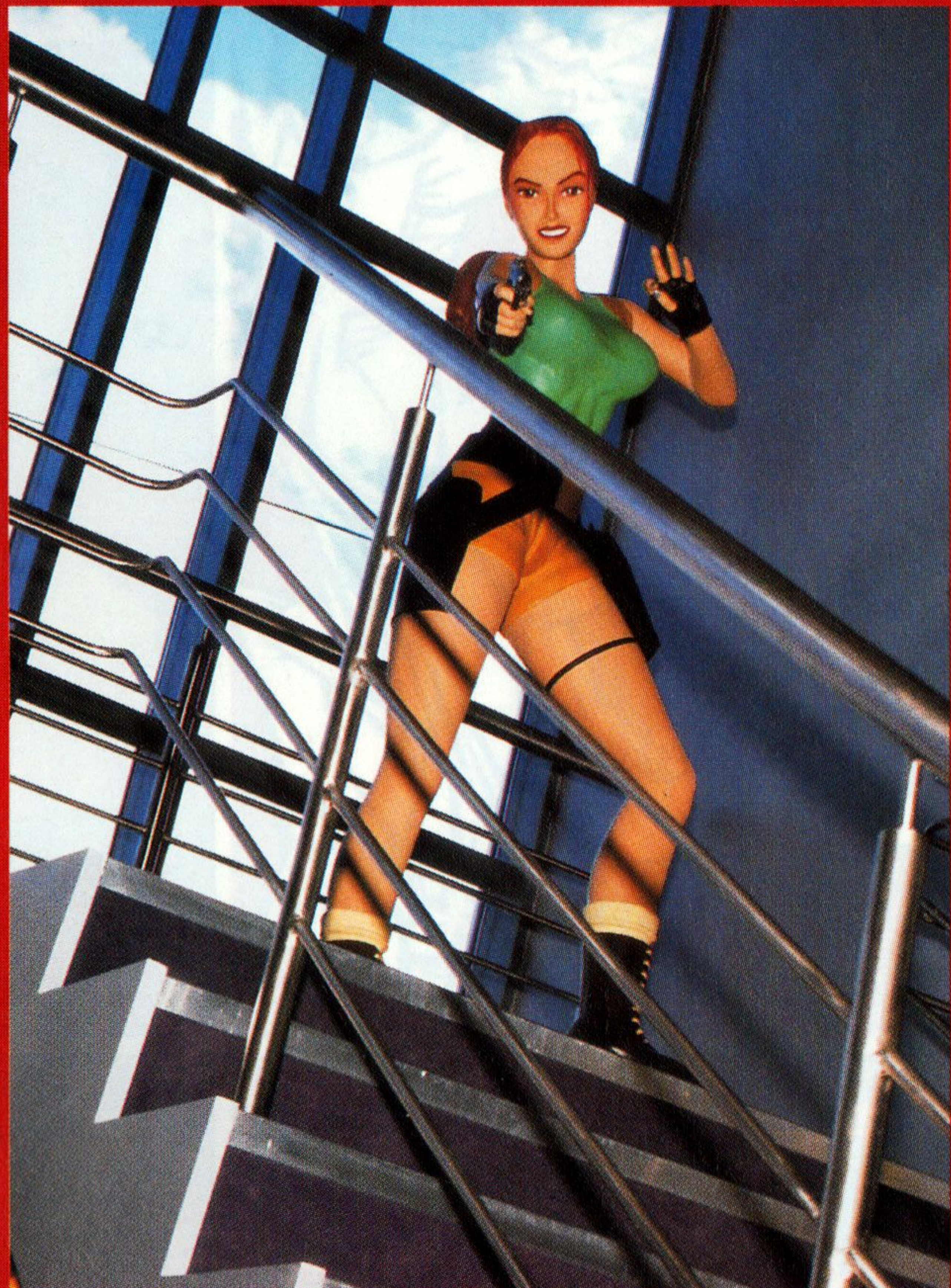
Another neat touch is that the energy can be used to make devices such as a rover robot that can be used to explore small crevices the team can't fit into. Unlike games where the loss of such a piece of equipment would cause a player to immediately restart from their last save position, in *Project Eden*, it's possible to use the blueprint again and create another rover. This philosophy extends to the death of a team member as well. "We came up with the idea that team members can't die," Smith says. If they take enough hits, a shield kicks in so potentially they can be regenerated at the last regeneration point you visited. Once again, energy must be used to bring someone back to life, making the careful husbandry of this resource crucial.

**//Things aren't what they should be. Even slugs will break out into their own special evil form//**

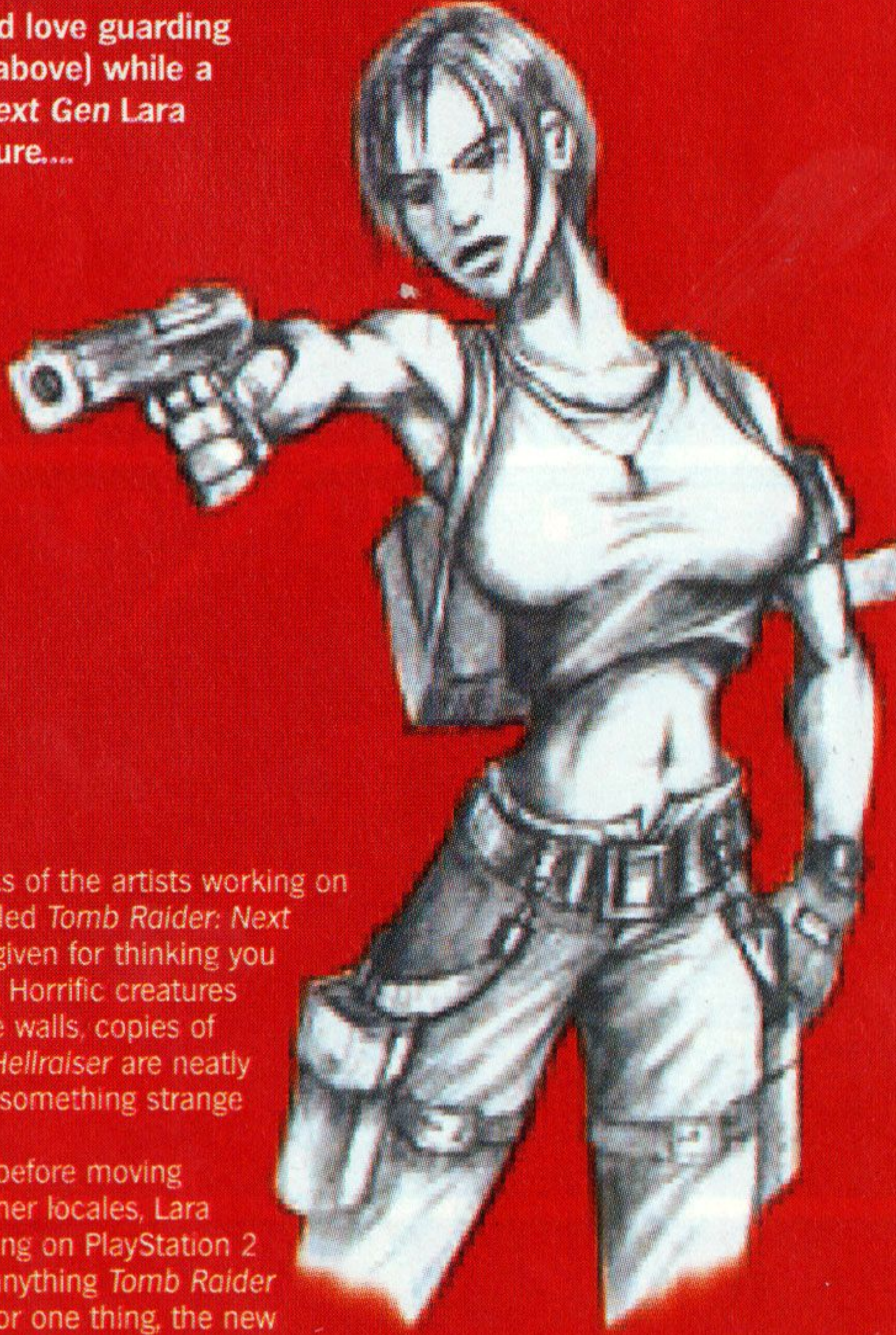
And looking at the scale of the enemies, it's certain there'll be plenty of opportunities to ponder the issue of regeneration. While not wanting to reveal *Project Eden's* secrets too early, a large part of the plot will concern mad scientist-types who have been genetically tinkering around with things they shouldn't. In this twisted version of Eden at least, creatures might look normal, but as you get closer to them you'll notice things aren't what they should be. Normally placid dogs will warp into fearsome snarling hounds. Birds will regress into flying lizards, and even common or garden slugs will break out into their own special evil form. Think of the twisted creatures found in an Slipknot video and you're on the right track. As for the menacing 30-foot high demon at the game's heart, we wouldn't like to comment except to say it doesn't look much like any paradise we've seen. It's also nothing like the comparatively genteel adventures of Lara Croft that spawned the game two years back. For the people behind *Project Eden*, that really is just like paradise. □

## THE SECOND COMING

In a bid to refresh the series, Lara gets a new outfit a sinister new setting and – wait for it – a man...



The Lara we know and love guarding Core's Derby offices (above) while a sketch of the PS2's Next Gen Lara points to a unsure future....



Looking around the desks of the artists working on the game currently labelled *Tomb Raider: Next Generation*, you'd be forgiven for thinking you were in the wrong office. Horrific creatures dripping blood adorn the walls, copies of graphic novels such as *Hellraiser* are neatly stacked in piles. Clearly, something strange is going on.

Set initially in Paris before moving onto Prague amongst other locales, Lara Croft's first and only outing on PlayStation 2 will be very different to anything *Tomb Raider* fans have seen before. For one thing, the new Lara doesn't wear shorts or have a ponytail or rucksack. In fact, kitted out with a new wardrobe, she's known in the office as Casual Lara. In keeping with this new maturity, she will be pitched into a world part *X-Files*, part *The Exorcist*. "We loved the idea that vampires have been living alongside humans," explains Adrian Smith, cryptically.

A few of the characters Lara will encounter have also been revealed in particular a man named Curtis. Initially a mysterious rival to Lara, he will eventually team up with her, becoming a playable character. Other less savoury denizens of this world include the head of the Botanical Gardens and the local gym-owner, a Mafioso, who supplies Lara with the tools she needs to operate in the underworld.



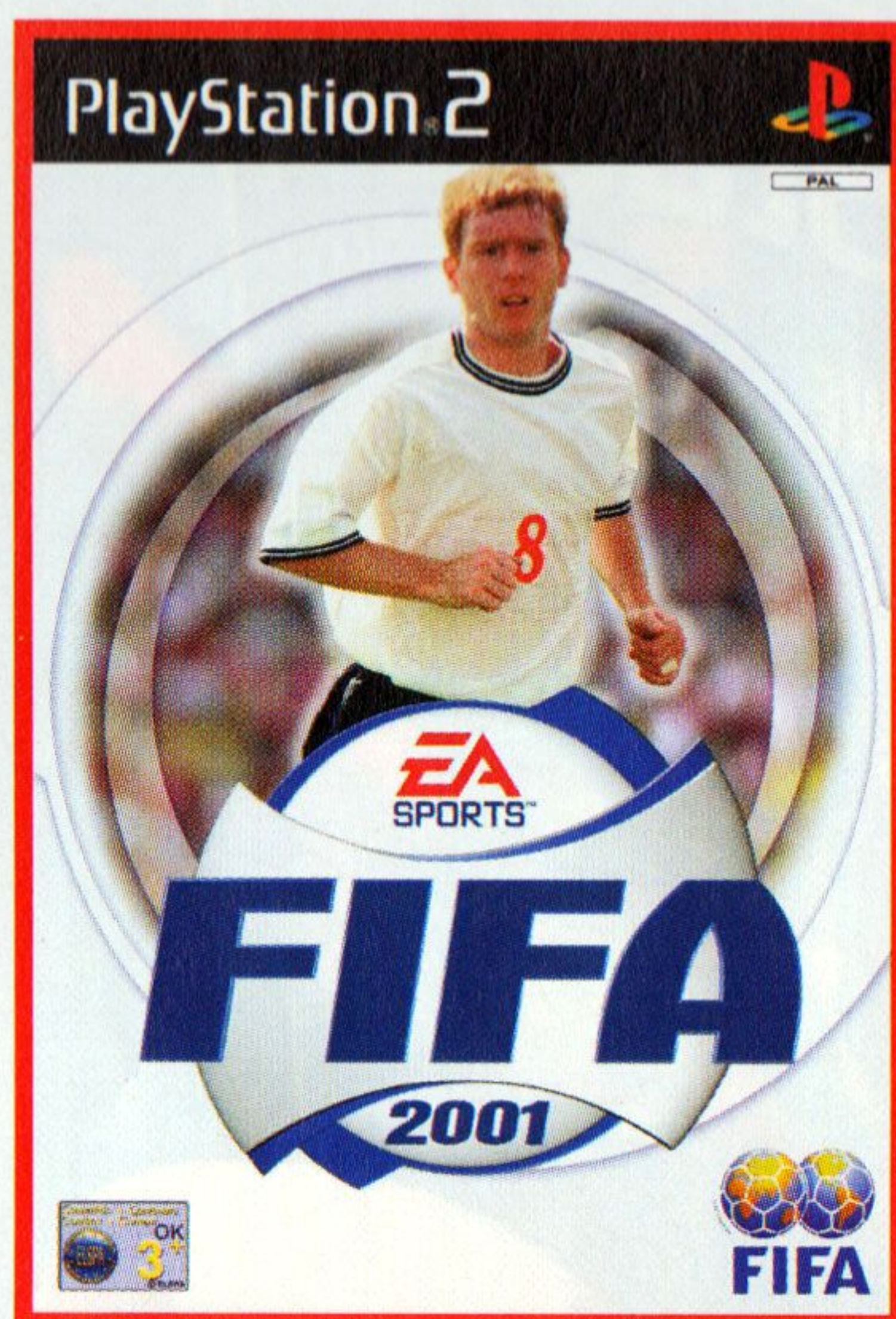


**KEEP  
AHEAD  
of the  
game**

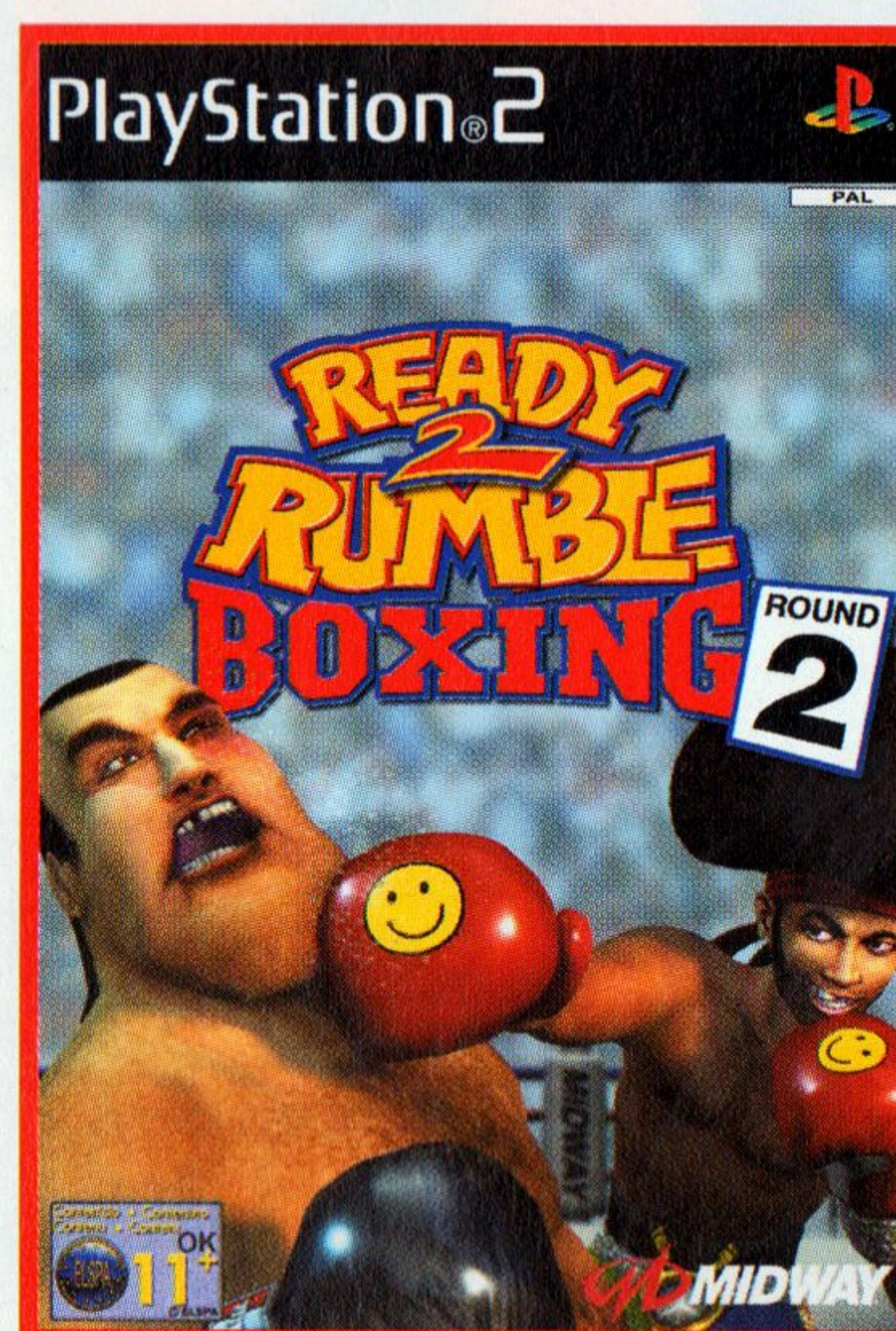
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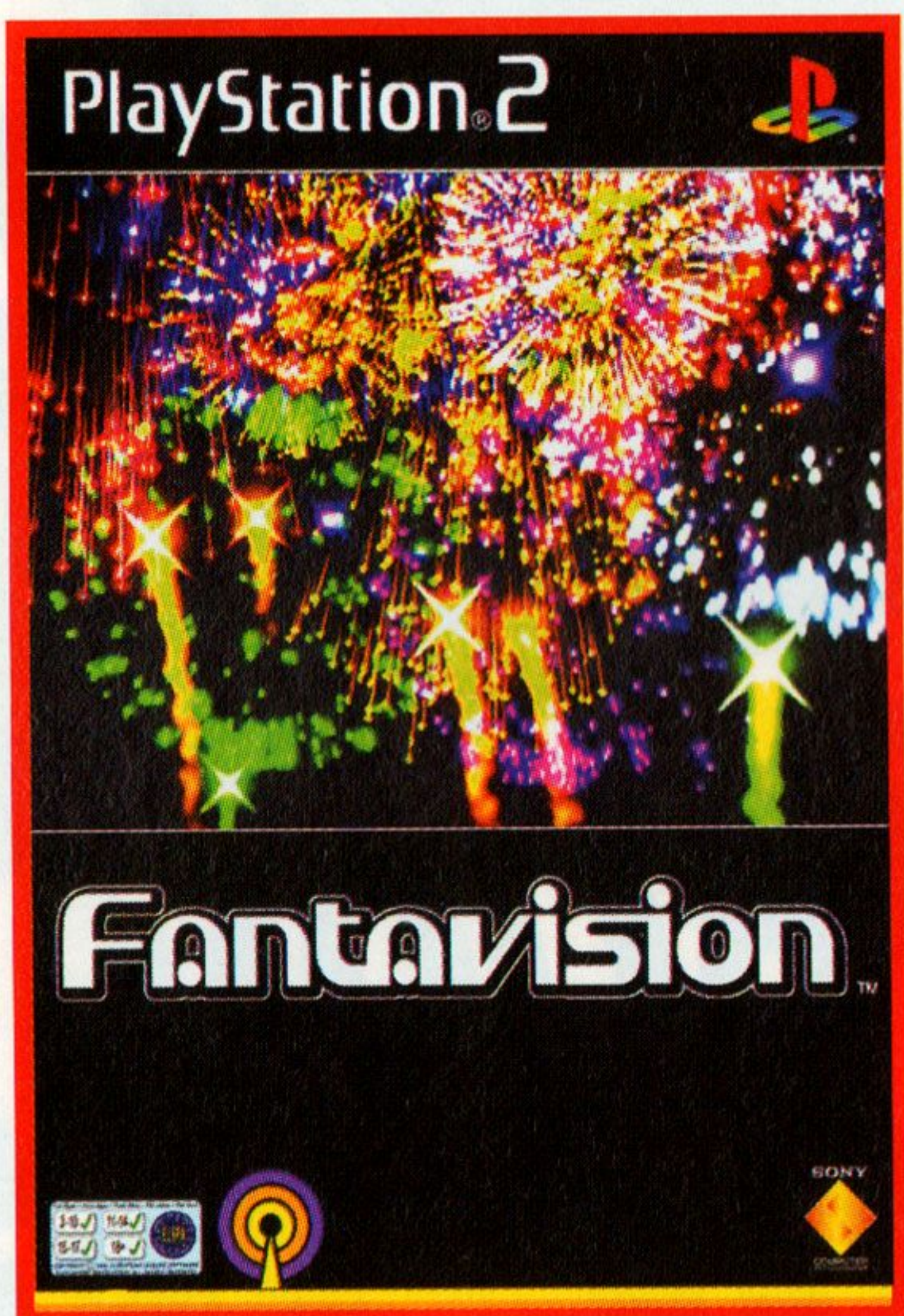
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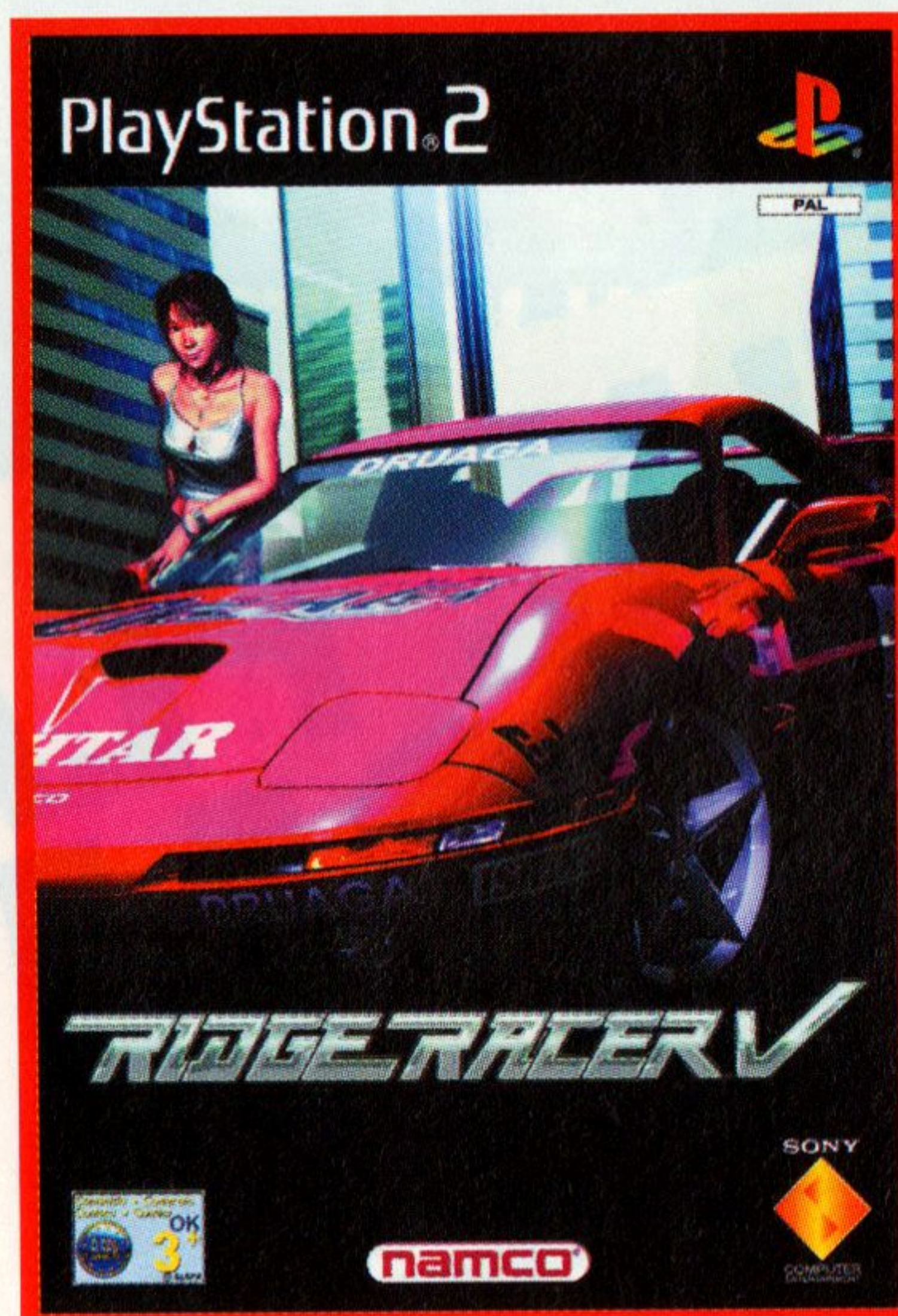


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RIDGE RACER V



TEKKEN TAG  
TOURNAMENT



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RING OF RED



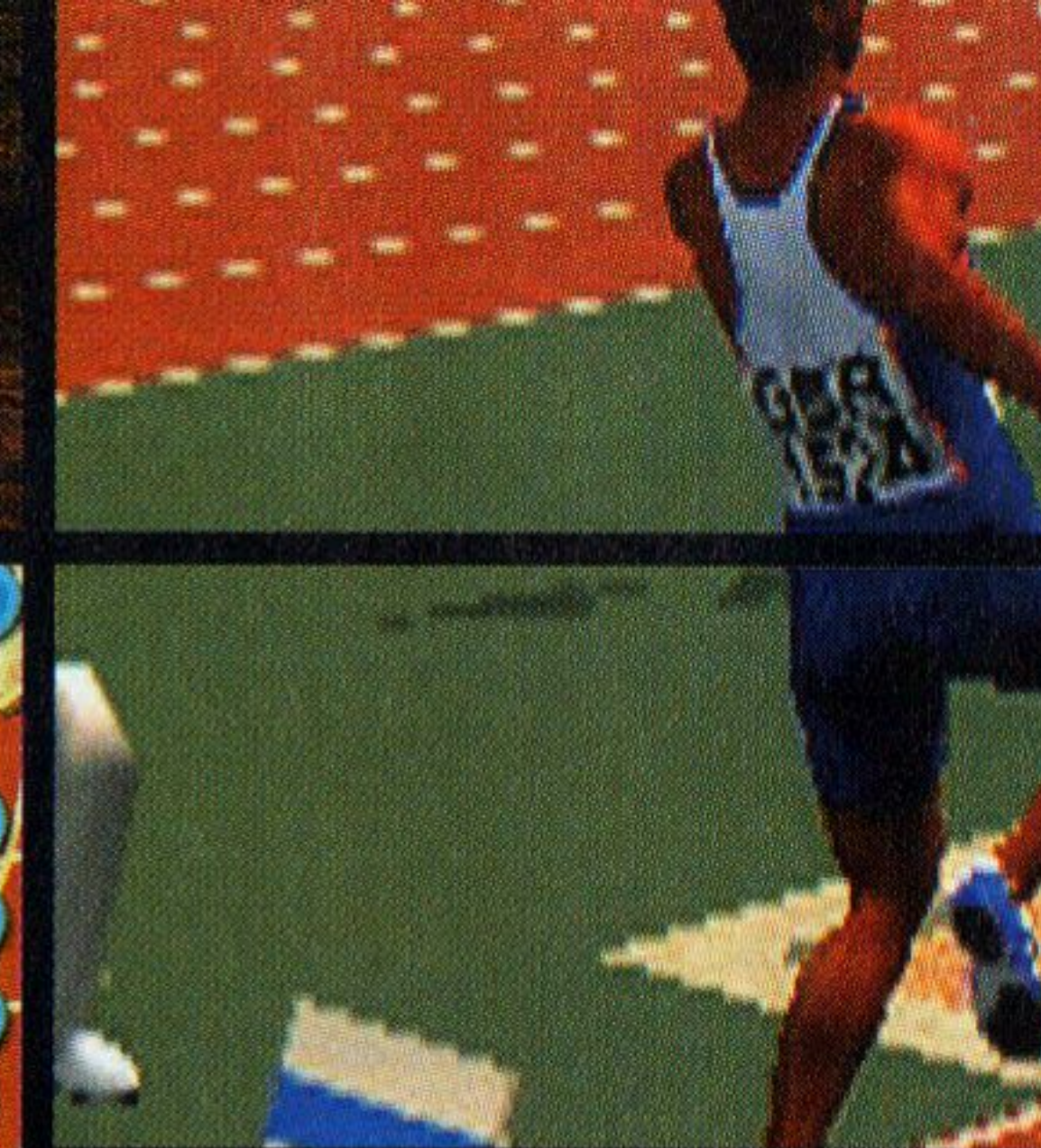
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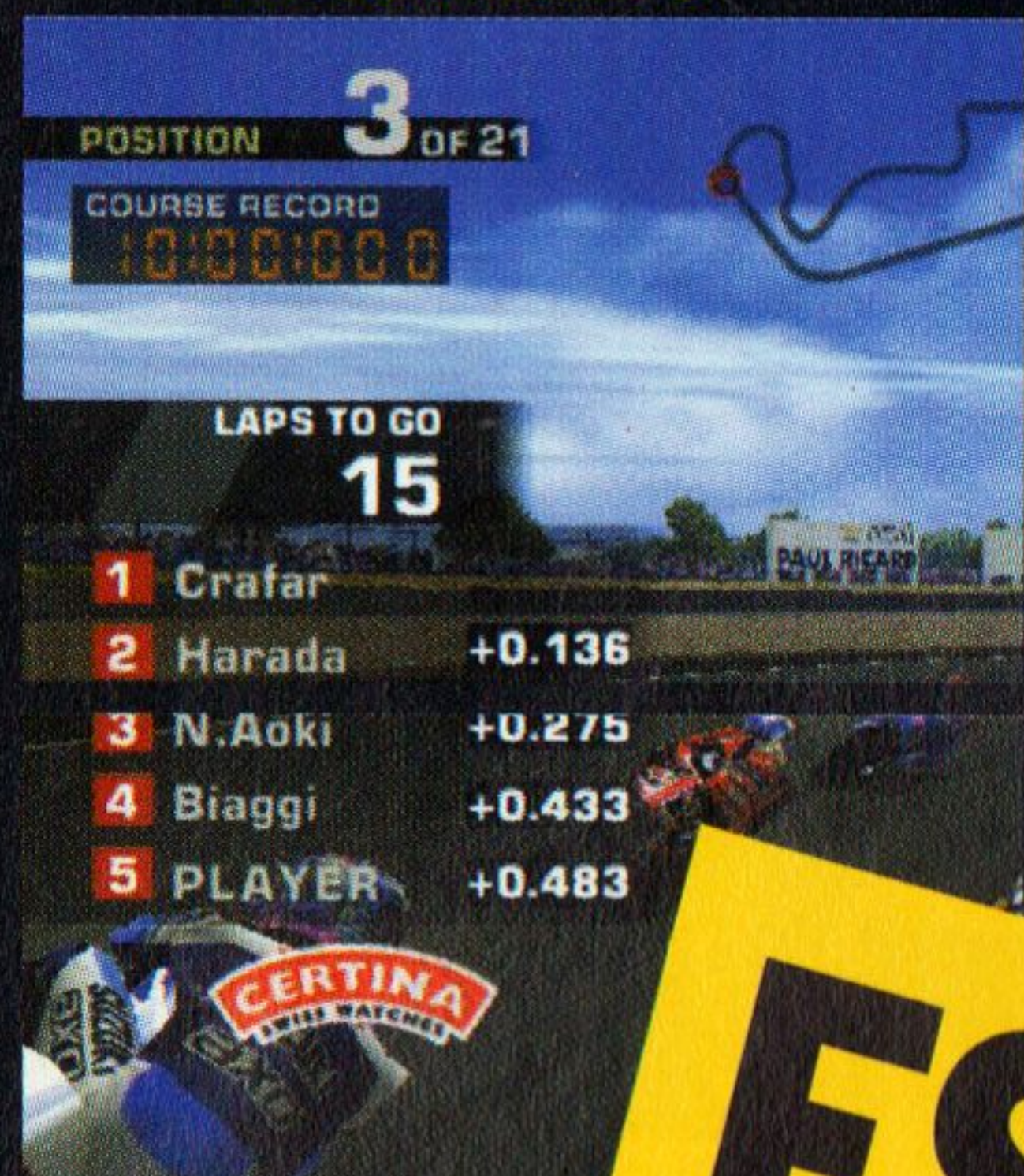
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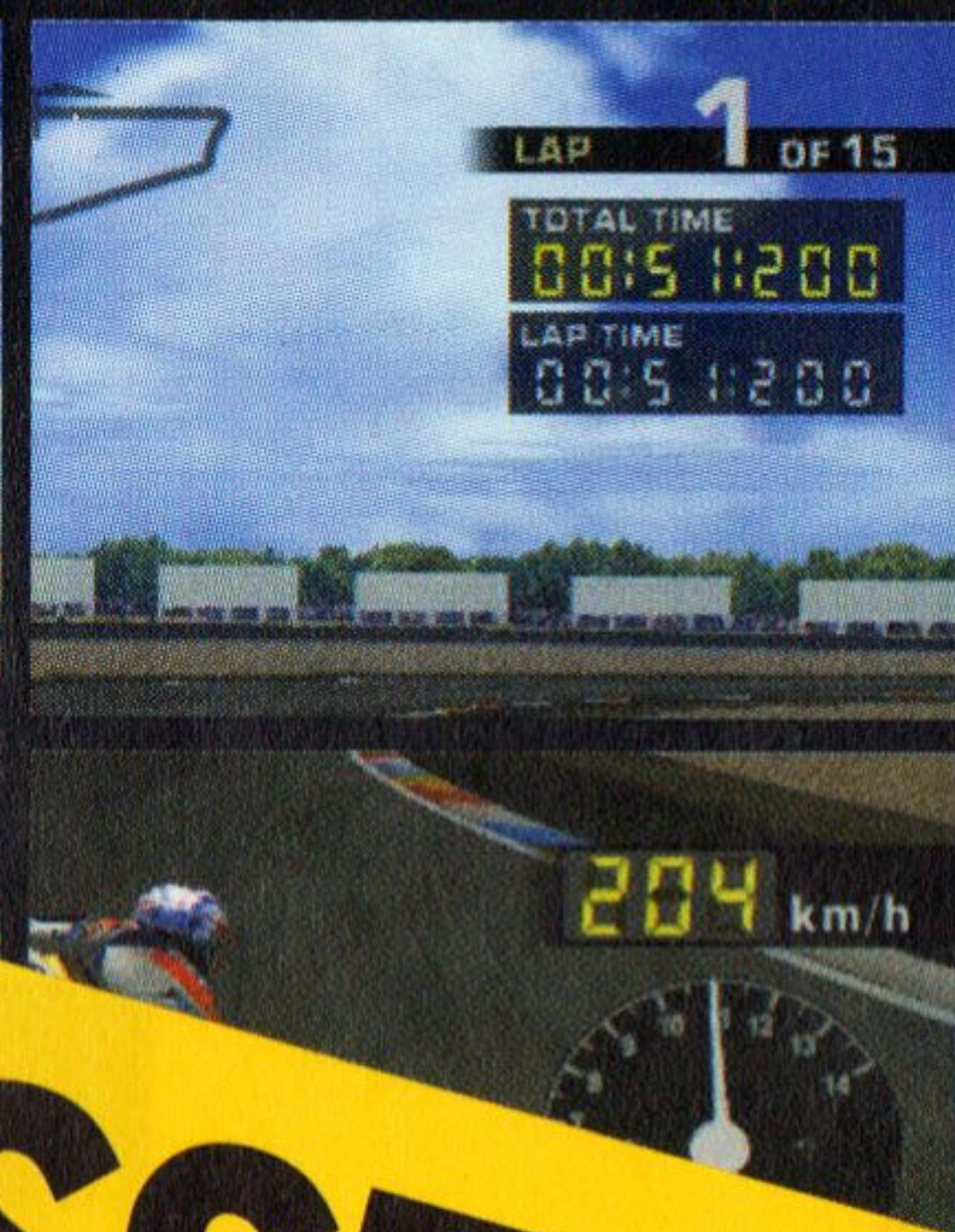
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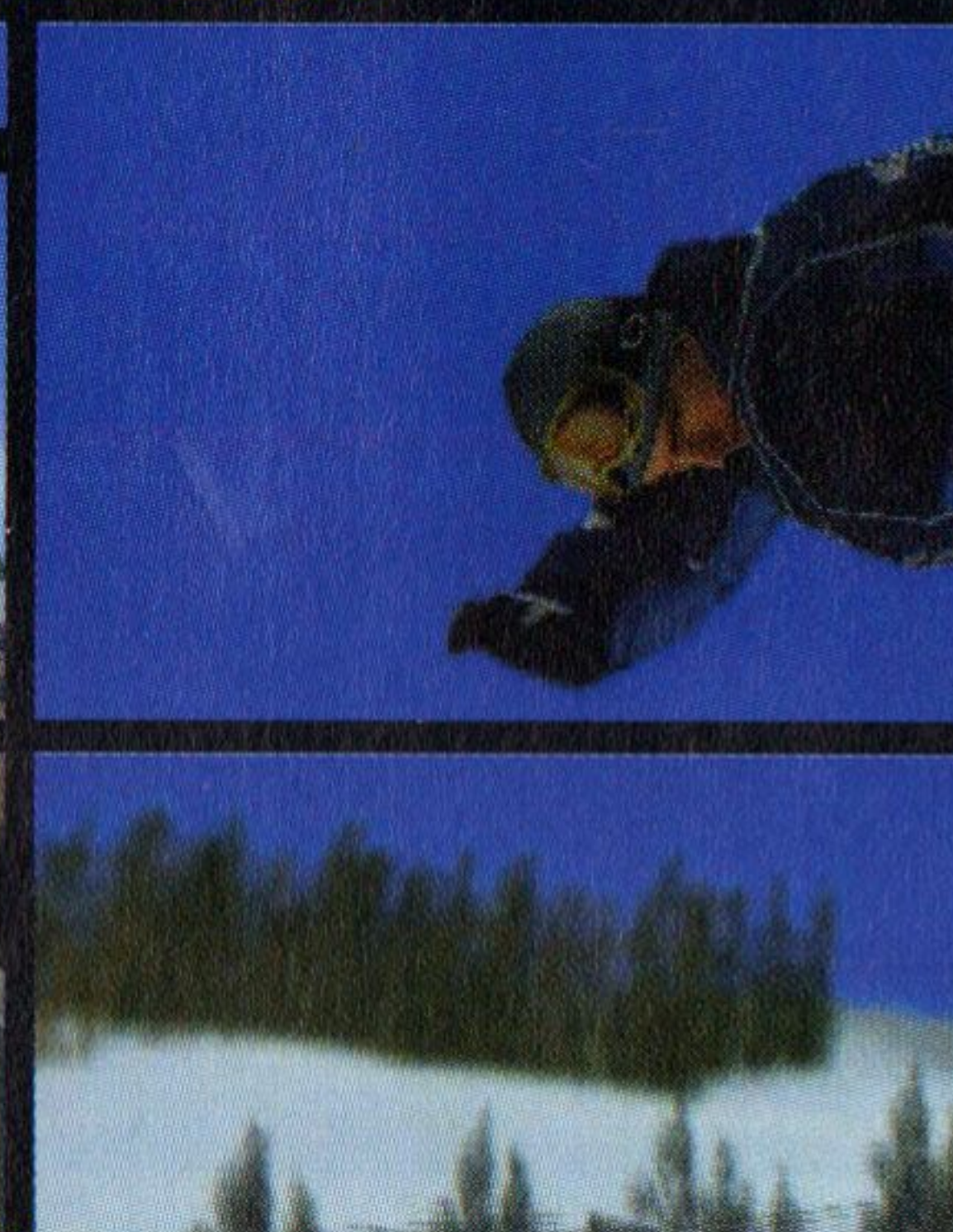
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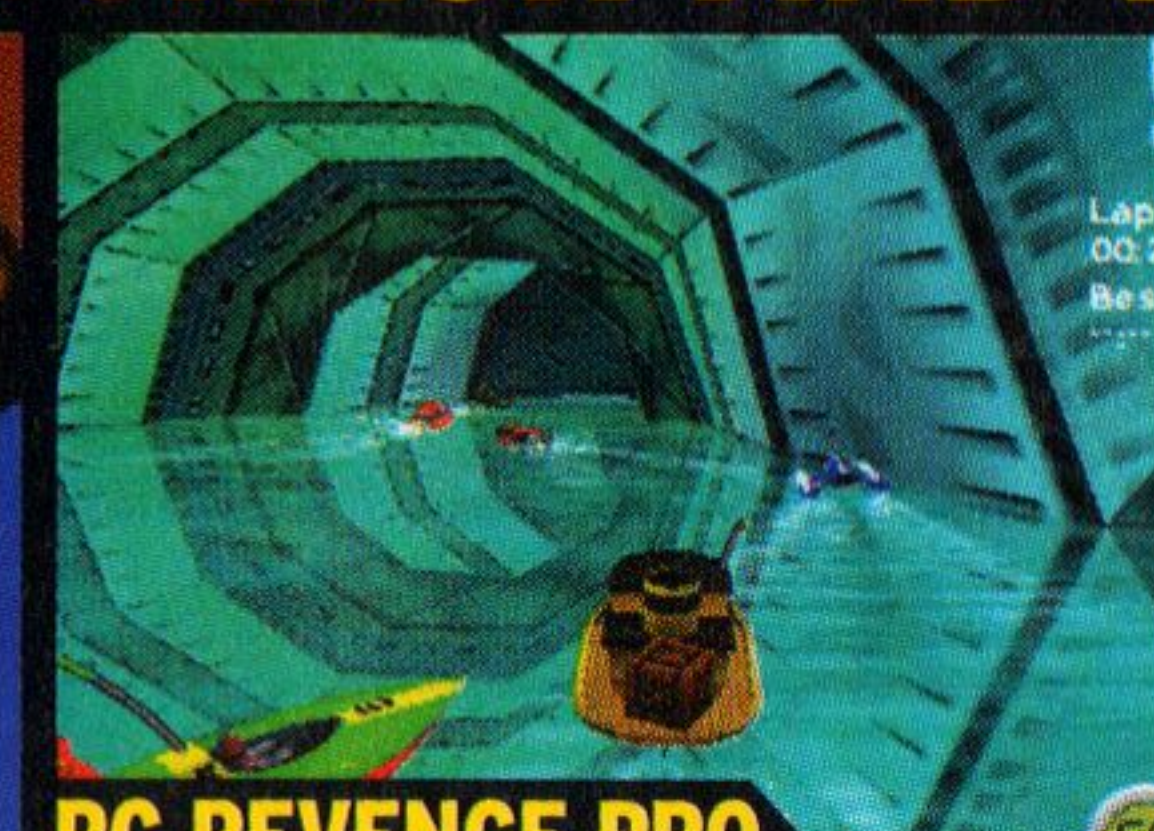
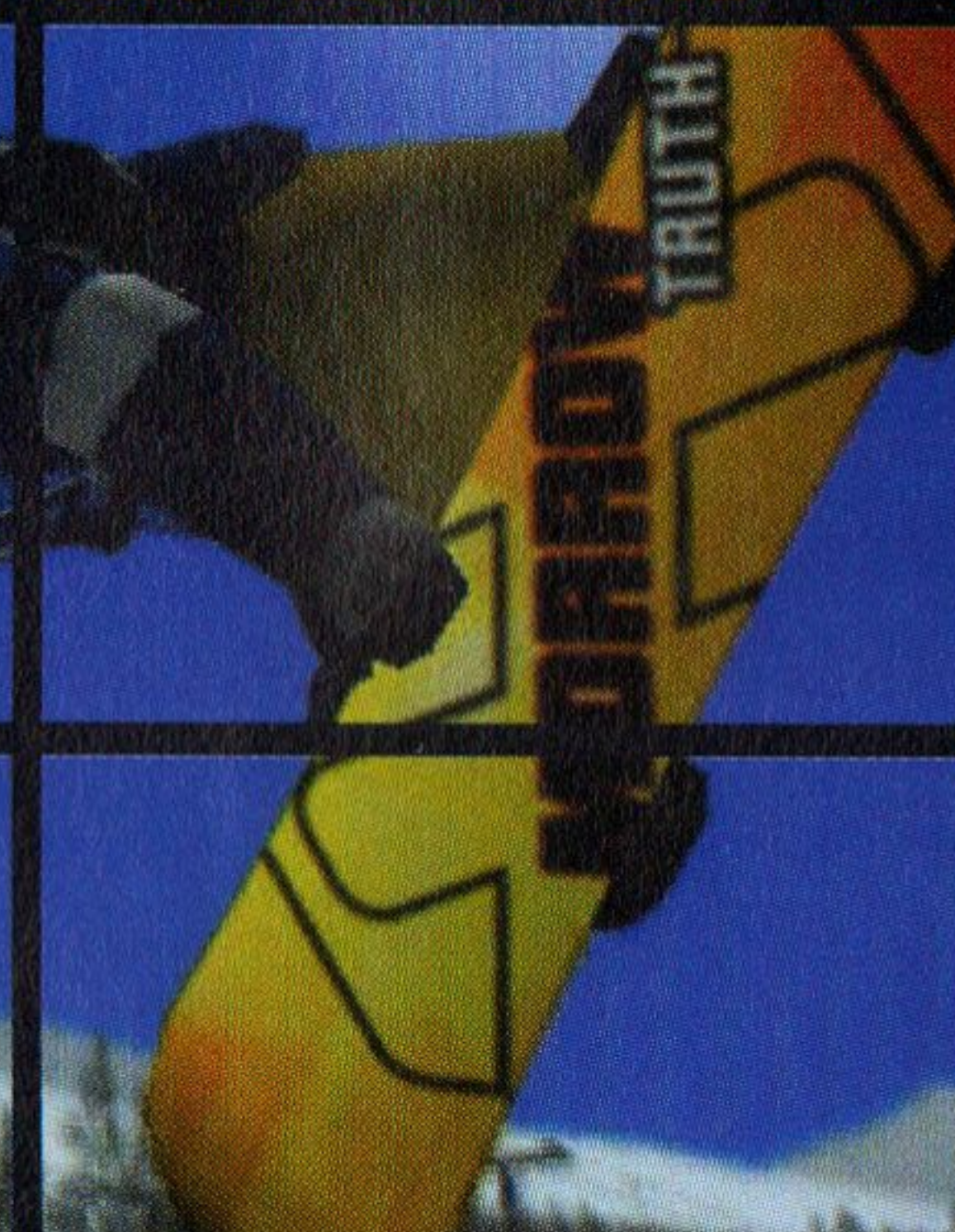
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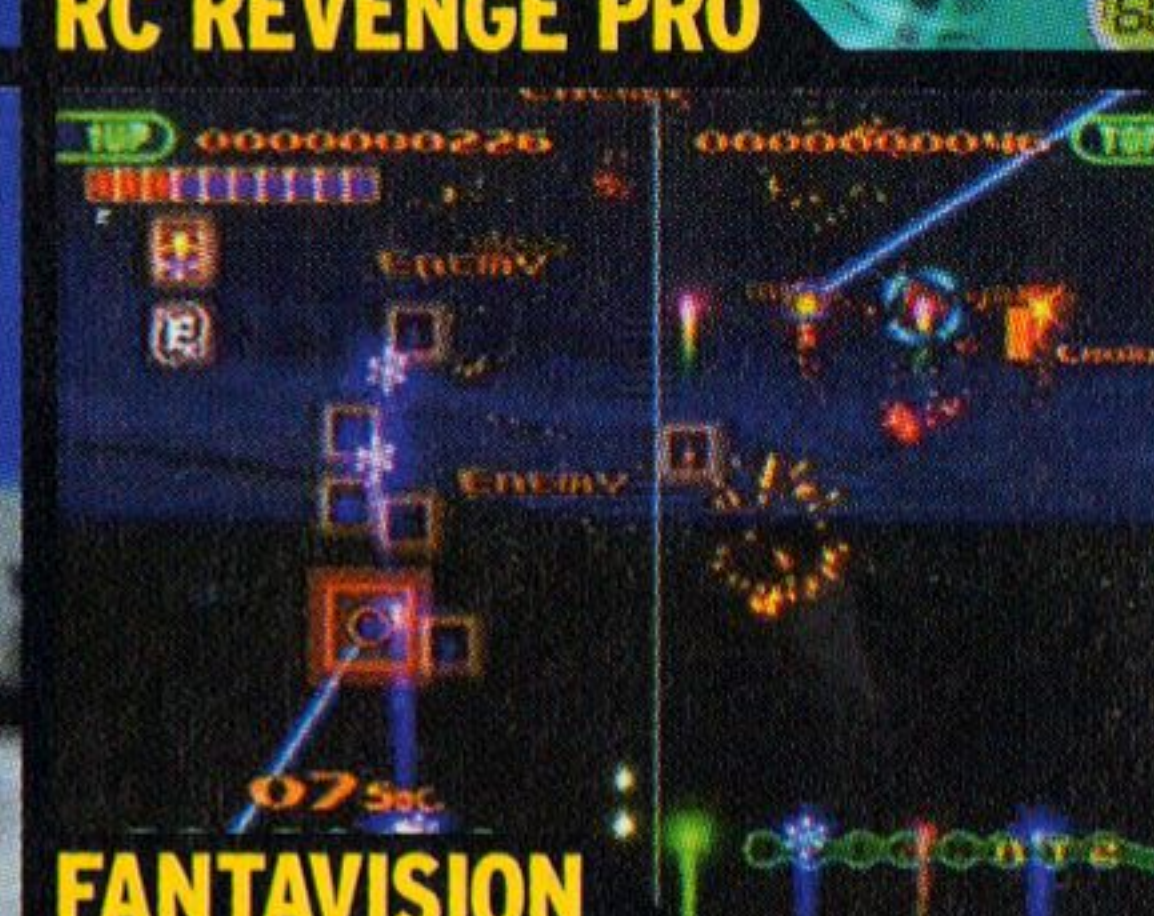
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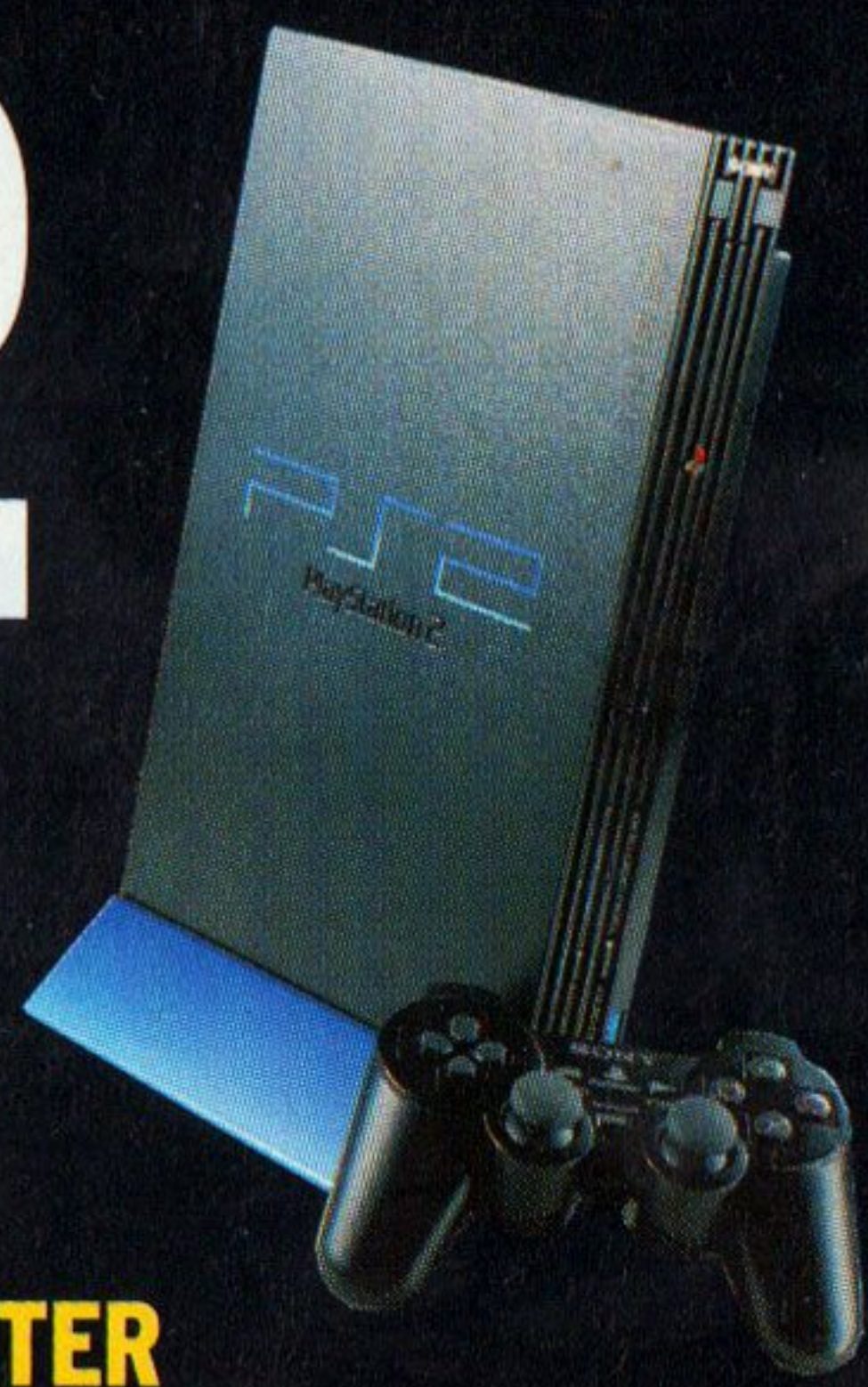


READY 2 RUMBLE: ROUND 2

# PSM2

The magazine that tells you exactly how it is in a 45-page review section bursting with UK and import PlayStation 2 reviews. PSM2 ratings are the most accurate and unbiased you can get. Don't miss them.


PLAYING PLAYSTATION 2 LONGER, HARDER, FASTER



TIMESPLITTERS







# DEAD OR ALIVE 2

Move over, *Tekken*? Come see.

»SCEE's buxom beat-'em-up is reviewed over the page

# REVIEWS

## The World's Greatest PlayStation 2 Game Buyer's Guide

### Our ratings

If it's for PlayStation 2, and heading for a store near you, we've played it, argued about it, and, ultimately, judged it. This issue we tackle 17 of the launch games, rated out of 10, like so:

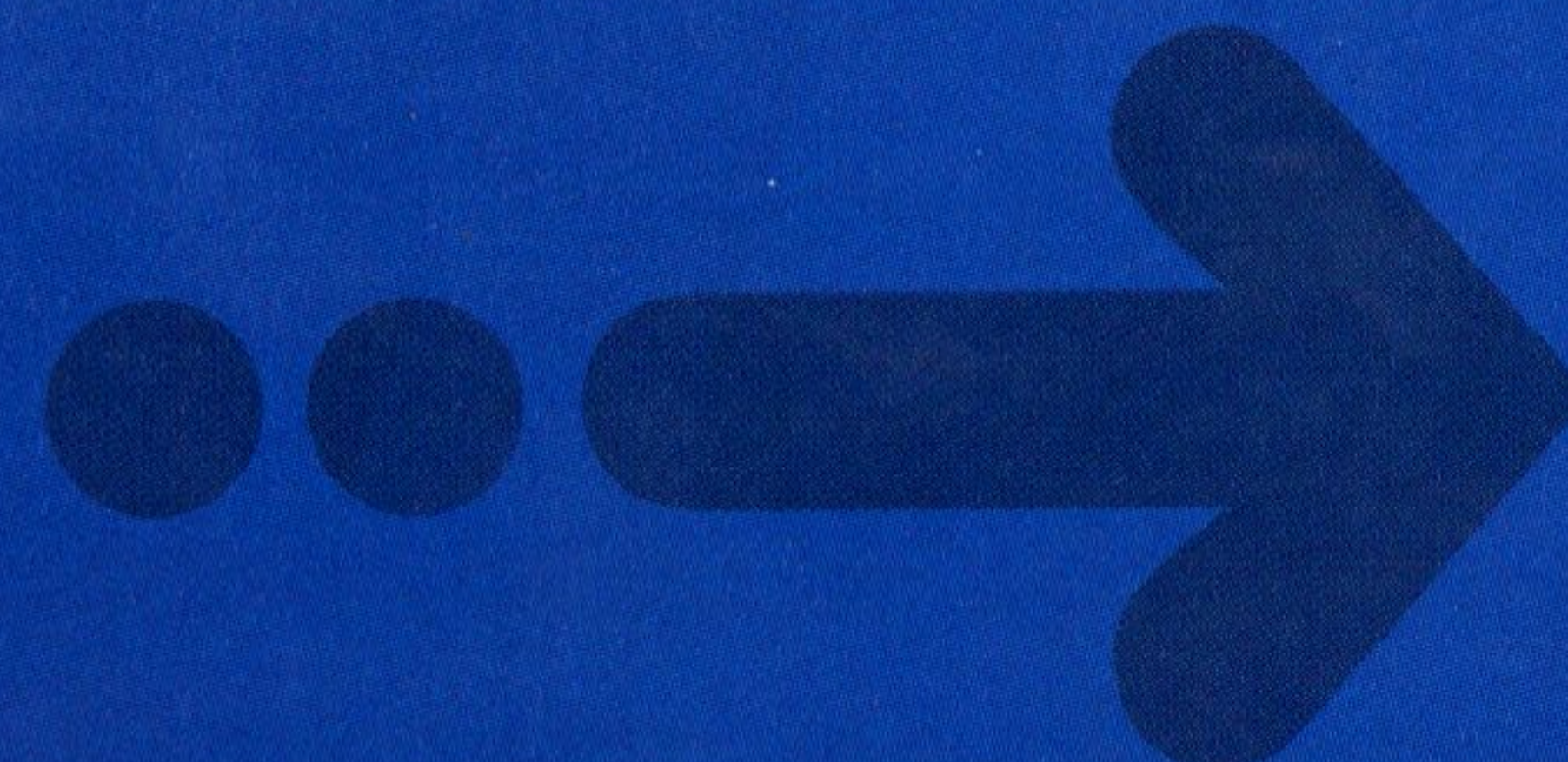
- 10/10 Utterly essential
- 9/10 Hugely satisfying and entertaining
- 8/10 Highly recommended. Definitely worth your money
- 7/10 Good, solid fare, and well worth a gander
- 6/10 Decent enough, and fine for fans of the genre
- 5/10 Of some merit
- 4/10 Poor, but may still have the odd moment
- 3/10 Extremely disappointing
- 2/10 To be avoided
- 1/10 Beer mat

### StarPlayer

Awarded to any game that gets 9/10 or over. This is just our little way of trying to hammer home what is a fairly simple message: Get this game, and get it now.

### Issue two's new releases:

- |     |                          |
|-----|--------------------------|
| 112 | Dead Or Alive 2          |
| 120 | FIFA 2001                |
| 124 | Rayman Revolution        |
| 126 | TG Dare Devil            |
| 128 | Dynasty Warriors 2       |
| 130 | NHL 2001                 |
| 132 | Swing Away Golf          |
| 135 | Poolmaster               |
| 136 | H <sub>3</sub> O Surfing |
| 138 | X-Squad                  |
| 140 | RC Revenge               |
| 143 | Super Bust-A-Move        |









**Publisher:** SCEE  
**Developer:** Tecmo  
**Price:** £39.99 TBC  
**Players:** 1-4  
**Out:** December  
**Web site:**  
[www.playstation.com](http://www.playstation.com)

#### Back story

Tecmo, the company best known for bringing us *Monster Rancher*, first assaulted our senses with *Dead Or Alive* on the PSone and proved the game was more than a stopgap until the arrival of *Tekken 3* with its phenomenal speed. This was then followed up on Dreamcast where it was received just as well. Then the PS2 got in on the act and what you see before you is the review of a enhanced conversion of the NTCS version (*Dead Or Alive 2 Hardcore*).



Choice. Everyday we're spoiled with so much choice, and indeed the resulting decision-making process that comes after it. Willingly or otherwise we're constantly flipping the coin of life, trying to determine which course our fates should meander down but we occasionally get decisions wrong. Jamie Oliver and television anybody? That's why, instead of charging down to the shops, a fist full of scrunched up sweat-soaked tenners feverishly spilling onto the counter for a copy of *Tekken Tag*, we can sit back for a minute and take stock. There may just be an alternative.

*Dead Or Alive 2* was first seen flaunting its stuff on the Dreamcast. This was long before the beloved black box was revealed and PSone owners were worrying whether Sony's next gen console could live up to this. The game was dazzling, a real treat for the senses and owners of said hedgehog-infested console gloated. A choice was made though, and the decision to bring DOA2 to the glory of the PS2 was far more than a cunning ploy to fill purses with pennies. It was a statement. It was a sign of confidence. Yes, *Tekken* rules supreme but surely, by DOA2's very existence it has to be something of a contender.

The first, most obvious and least worthy point to make about *Dead Or Alive 2* is the mammary factor. Breasts are enlarged to stupid proportions, bounce with ludicrous frequency and there's even a gallery of scintillating snaps to ogle over. Once you look beyond these dubious 'assets' to the



# DEAD OR ALIVE 2

Forget the all too obvious breast gags. Has *Dead Or Alive 2* got what it takes to be a *Tekken* beater?



*Dead Or Alive 2*: It's big, top-heavy and in your face. Hang on a minute...







If you manage to knock your opponent from an arena the effects can be, well, overpowering...



The lighting can be somewhat obtrusive, but adds fantastic atmosphere to the game.



Gratuitous knicker shot. Was this really necessary, Tecmo-san?

game you see that boobs aren't actually needed as a selling point of quality that lays beneath.

*Dead Or Alive 2* is a pantomime, no question, but it's a quality pantomime. Whereas *Tekken* prides itself on realism (Ogres, Devils and Dinosaurs excluded) *DOA2* relishes being flamboyant. Fighting styles are the strangest you're likely to encounter. There are no specific disciplines at work here, just a collection of elasticated bodies thrashing around under the pretence of being affiliated to a certain school of martial art. Legs are contorted a hundred ways around necks, fists crash like steam trains into people's snouts and then the fighters stick two fingers up to the principles of gravity and 'Peter Pan' themselves across the screen. At best it's poetic, at worst they look like drunken marionettes.

But it's the speed at which such leg bending tomfoolery takes places that is both *DOA2*'s main attraction and, oddly, its Achilles' heel. Fighters are considerably faster than their *Tekken* counterparts and make the King Of The Iron Fist Tournament look slovenly in comparison. You can string a plethora of combos together creating a blistering array of attacks, hurl opponents from rooftops, crash them through scenery, back-flip, scissor kick, corkscrew, eye gouge, nipple twist, Chinese burn... you name it. But all this grandiose scrapping is easily obtainable no matter what your competence. Whereas *Tekken* relies on hours of combo mastering, *DOA2* has the following: punch button, one of; kick button, one of; throw button, one of and block button, one of. Without skill or

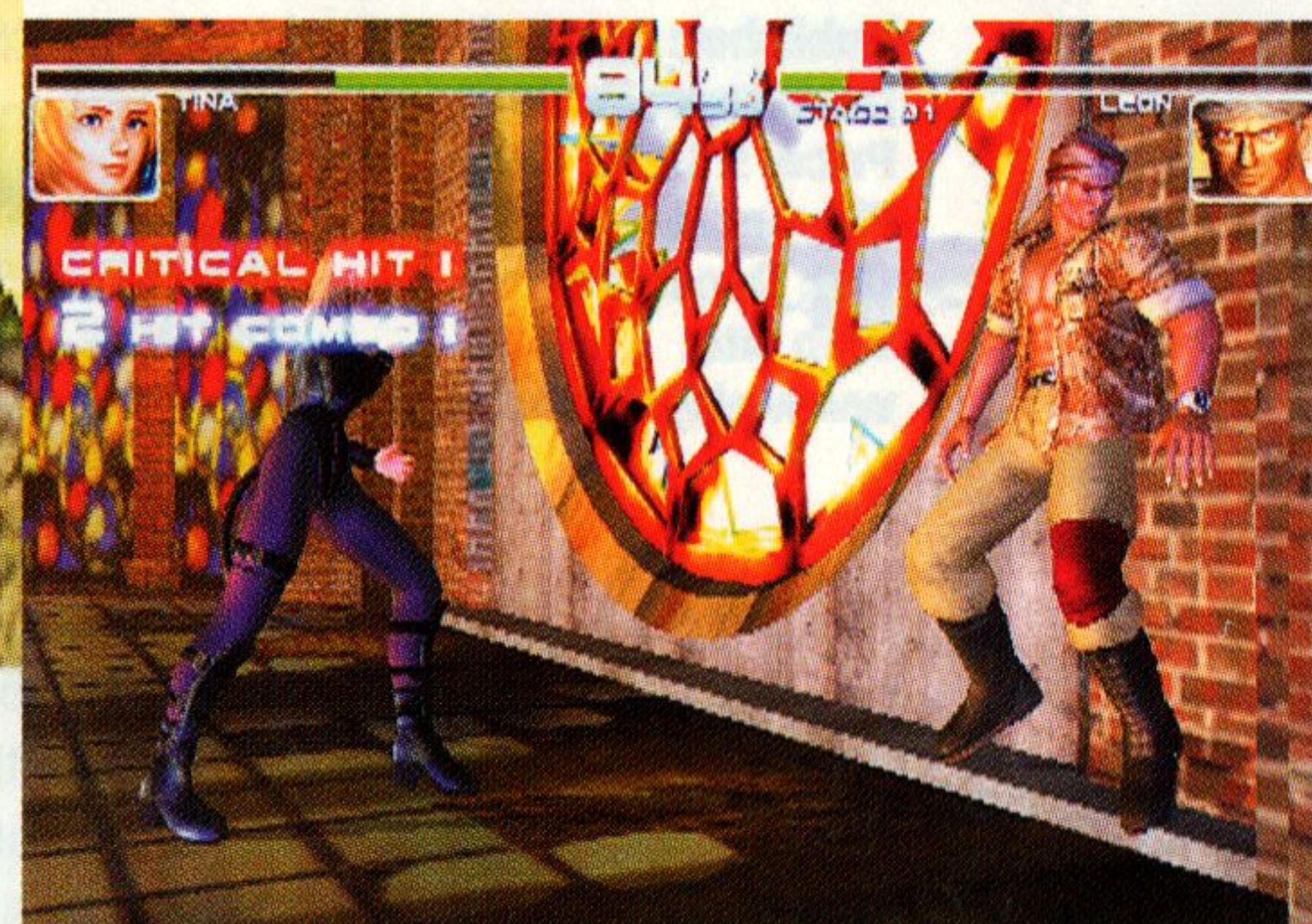
training you can win and that isn't good. Reportedly there are close to 100 moves per character and we did manage to unearth many of the acrobatic assaults. However, achieving this was a seriously challenging feat as you'll find out a little later on..

## HIT BACK

Despite the dumbed-down feel from *DOA2*'s control system, it does have a unique feather in its cap. It places heavy emphasis on counter moves. If you're skilled enough (or manage to hit the block button in time as is often the situation) you can counter a potentially nasty face pummelling and turn the fight on its head. This makes the art of combat a more balanced affair than is usually the case with beat-'em-ups. You're always remembering to be defensive, to be on the look out for those crafty uppercuts and high kicks that your rival would so willingly inflict on you. But, and this is where irony has never been so apparent, the very thing that pushes it past *Tekken*, the speed, is the one thing that prevents you enjoying this refreshing angle on fighting to its full potential.

Aspects such as countering and skilled combat (not just frantic button bashing) are

**//Dead Or Alive 2 is a pantomime, no question, but it's a quality pantomime//**



## SURVIVING THE BLUR

Bankotsu, the end of game bad guy will take some beating, especially when he blurs reality. Here are five steps to guarantee you defeat him.



### Step 1

The most obvious is not to let him get a hit in at all. This way the screen remains relatively clear.



### Step 2

Be on the defensive. He has a nasty habit of countering all your attacks so make sure you do the same to him.



### Step 3

Make him turn his back on you. This is when he's at his weakest. Attempt a running kick to knock him to the floor.



### Step 4

Never perform high attacks on him face on. He'll counterattack everyone, wiping out vast chunks of your energy.



### Step 5

Keep attacks simple. If you attempt combos he'll learn to intercept them. Make your attacks short, sharp and sweet.



"And you can tell Laa-Laa, Dipsy and the other one that I'm coming for them too!"





Critical hit. We should co-co!



From the inner most sanctum of a dragon's lair to the snow dusted top of mountains, each fighting arena is beautifully designed.

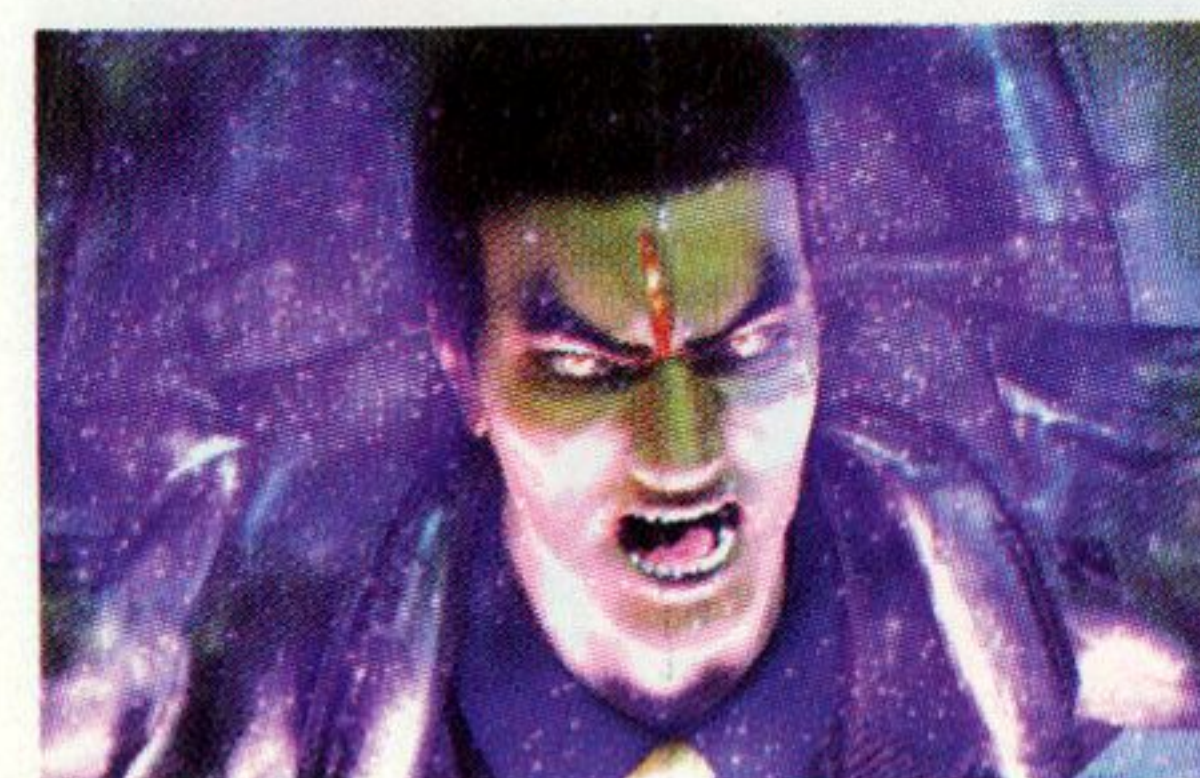


# REVIEW

## DEAD OR ALIVE 2

### CLASH OF THE TITANS

Both have their merits and it's a close fought thing but what game takes the best PS2 beat-'em-up crown? Our 'at a glance' reveals all.



#### TEKKEN TAG



#### DOA2

#### Totty Count

Eleven. One's a panda, one's made of bits of wood and all the others have less sex appeal than pre-diet Vanessa Feltz. ☆☆☆

Five. But what class. Tina Armstrong and Helena outclass the Tekken lasses by themselves. Very nice indeed. ☆☆☆

#### History

Now on the fourth(ish) incarnation of the game keeps excelling itself. Firmly established favourite of gamers. ☆☆☆

Appeared before Tekken 3 and struck a nerve, appeared after Tekken Tag and did the same. No history otherwise. ☆☆☆

#### Realism

True to fighting styles from around the world and the developers are always looking to push the series forward. ☆☆☆

'Ere, you're having a laugh, a'ntcha? ☆

#### Likely to cause fights?

Has been known. When Tekken Tag first appeared in arcades there were scuffles between hot-headed youngsters eager for the next go. ☆☆☆

Absolutely not. Will hold people mesmerised with its 'goods'. ☆

#### Sell your granny for it?

Possibly. Already the most sought after game for the PS2 it has stormed the charts and is still selling by the shed-load. ☆☆☆

Maybe. The bevy of beauties is surely a refreshing change from the lives of Jin, Heihachi, Kazuya et al. ☆☆☆

#### Lead to love loss?

Not heard of. Well, not heard of yet... ☆

The obsessive play of PSone games, including the first Dead Or Alive, is known to have ended at least one relationship. ☆☆☆

#### Lead to high heart rates?

Yes, definitely – especially on Hard mode. Your ears will be bleeding by the time you've finished it. ☆☆☆

Oh yes. If it's not the women that'll get you going it's the stupidly fast frame rate. You'll pop if you're not patient. ☆☆☆

#### And the winner is...

TEKKEN TAG 23

DOA2 21

forfeited in order just to stay alive. Rivals come at you with such frenzied barrages of boots and wallops that DOA2 becomes a button-bashing test of stamina rather than the test of skill it usually is. It's often the first person to strike a blow that ends up victorious too, the poor sod on the receiving end will be gargling in a pool of blood and wondering how it is that their feet now fit in their ears. Be the eternal optimist though and you can say that it certainly adds a longevity to proceedings. You'll want to chip away at your enemy's defences, to learn their moves and eventually know exactly when you need to act in order to break their serve and send them reeling. It will take considerable time and the reflexes of a snake before you are confidently turning attacks back on the aggressor though and whether you have the patience to endure endless thrashings is purely down to personal willpower and patience. But believe us, you're going to have to rank alongside the Pope for placidity if you want to get the most from DOA2.

But what of these deadly combatants? Are they just faster than the familiar faces of Tekken or do they have merits of their own? Well, what they lack in numbers (a measly dozen or so even after they've all been unlocked) they make up for in game options and... er, costumes. Each of our merry band of miscreants has at least three outfit changes to work through and range from a slinky rubber catsuit to a worrying silver Teletubby costume complete with phallic bit dangling from the hood. It hardly acts as an incentive, watching



And for the piece du resistance, finish off your enemies by plugging them into the National Grid. There's lovely.





//In Gallery mode you can sit back and 'enjoy' as the lady fighters grapple one another//



The combat of DOA2 will quite literally lift you off your feet.

people effectively trying on clothes for the camera, but if you're a dedicated follower of fashion then knock yourself out – there are 80 plus costumes for your delectation.

The end of game bad guy Bankotsubo – whose catchphrase is the oh-so punchy, 'Everything Is My Delusion' – is a collection of disjointed limbs. Hardly as intimidating as *Tekken Tag's* sublime Unknown, this obese mass of man is still frightening in his own right. Besides looking like Oliver Reed on the biggest bender of his booze-sloshed life he possesses a pair of fairy wings, dances in stilts and curtsies at you whilst peering coyly from behind his fan. He also has the ability to manipulate reality – hence that wonky catchphrase. Depending on the severity of the beating he bestows upon your squishy mortal frame, the world around you will begin to blur. The more he attacks, the greater the blurring until eventually you are fighting blind. It's a tremendously effective tool and turns an absurdly comic nemesis into something far more grave. You have to use all those wily combative skills you've acquired just to return your field of vision to something other than smudgy beer goggles. Or just pound like hell on the attack buttons and hope for the best instead.

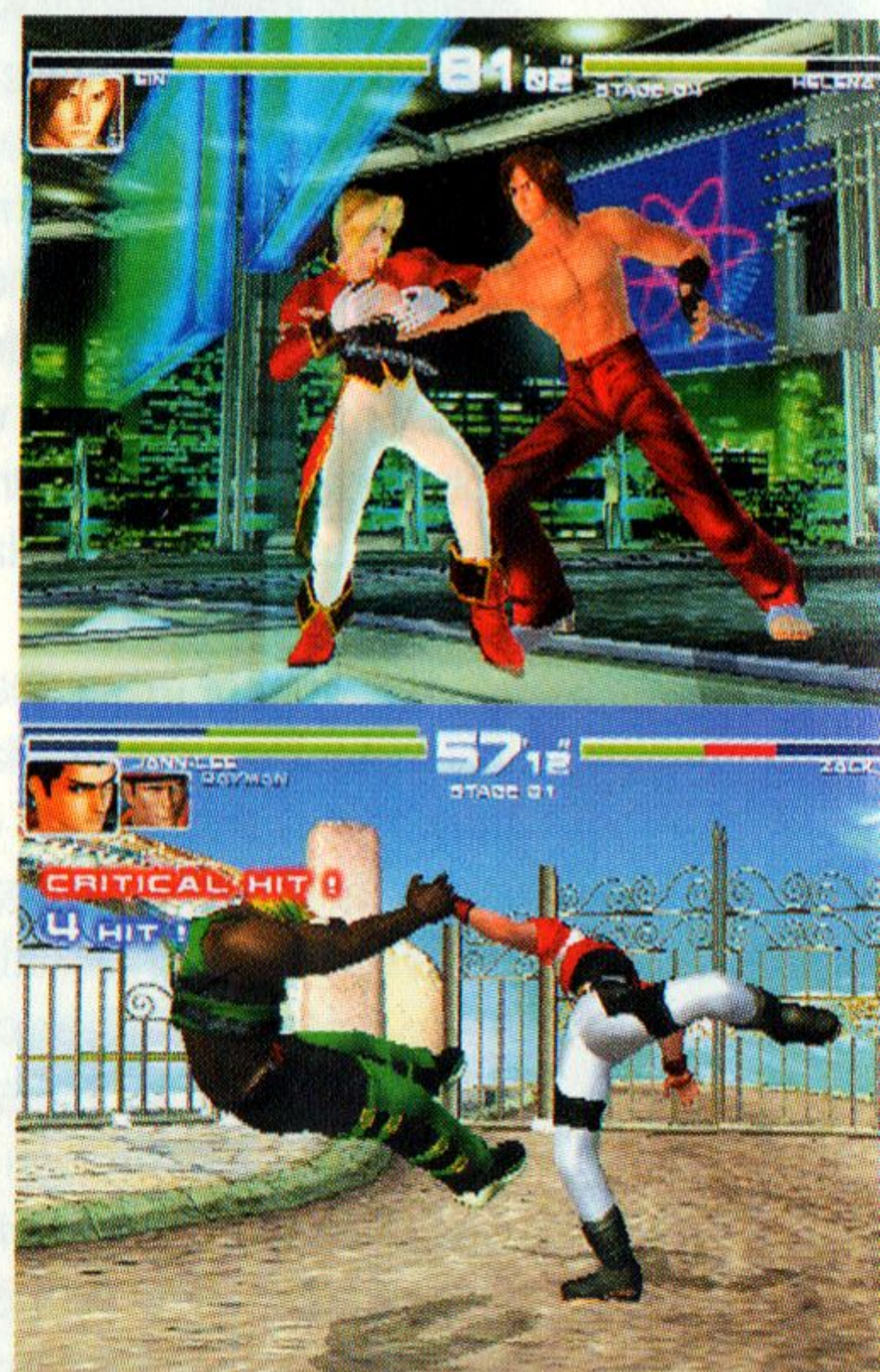
#### LOLLIPOPS, LIPSTICKS AND MELONS

If you tire of fighting your way through round upon round to go head-to-head with the big fella himself then take solace. There's an absolute wealth of gameplay modes available, some of which even bring you new characters to molest. You have the bog standard Story mode to chow down on but time attacks are available for those with lightning reflexes and a touch of psychoses in their



You throw opponents with such force that they should break their backs.

She has you in her grasp and she's not up for a spot of hot lovin' either.







Every critical hit seems to revolve around being punched in the family heirlooms.

personality. The standard two-player mode is of course available as is Survival mode – though DOA2 offers an odd twist on the theme. You take on one contender at a time then feed them your fists as per usual but with every win you make you are awarded an item from the vanquished. Lollipops, lipsticks and melons as well as an assortment of household items are spilled across the floor and you are awarded an insane number of points if you pick them up.

Then you delve into options such as Sparring mode where you can beat seven shades out of a rival without repercussion. Then we cross to the heavily pervy CG Gallery and Watch modes where you can sit back and 'enjoy' the lady fighters grapple one another. But perhaps the most welcome mode of the whole game is the now familiar Tag option.

Choose your team (extra fighters are available for this particular mode including Oliver Reed Bloke and Bayman – a Russian assassin) and enter into a rip-roaring, slamming tag match that wees mightily on Tekken from the greatest height imaginable. This really masterful feature combines two stupendously fast characters, bodies zinging about and jaws being crunched quicker than you can blink. And if you aren't flexing those fingers with dazzling dexterity, you may just as well start digging now to save your soon-to-be-employed undertaker the bother. It's a sprint fight, a brawl perfectly formed for venting aggression, a respectable inclusion to any fighting game. Yes, even with all that breakneck speed ruining the skill needed to perform satisfying, calculated attacks you can still garner a hell of a lot of pleasure from the experience. Just let yourself go and you'll have a blast.



#### KASUMI

**Nationality:** Japanese **Age:** Unknown  
**Occupation:** Ninja **Hobby:** Fortune Telling  
☐ Destined to become the eighteenth head of the Mugen-Tenshin clan, Kasumi decided to break away from her bonds. Has endured a lot in her life including kidnap, cloning and continuously being mistaken for a small child.



#### HAYABUSA

**Nationality:** Japanese **Age:** 23  
**Occupation:** Junk shop owner  
**Hobby:** Fishing  
☐ Runs a small shop selling rubbish at extortionate prices, fishes for relaxation and spends some of his time as a ninja warrior combating the forces of darkness.

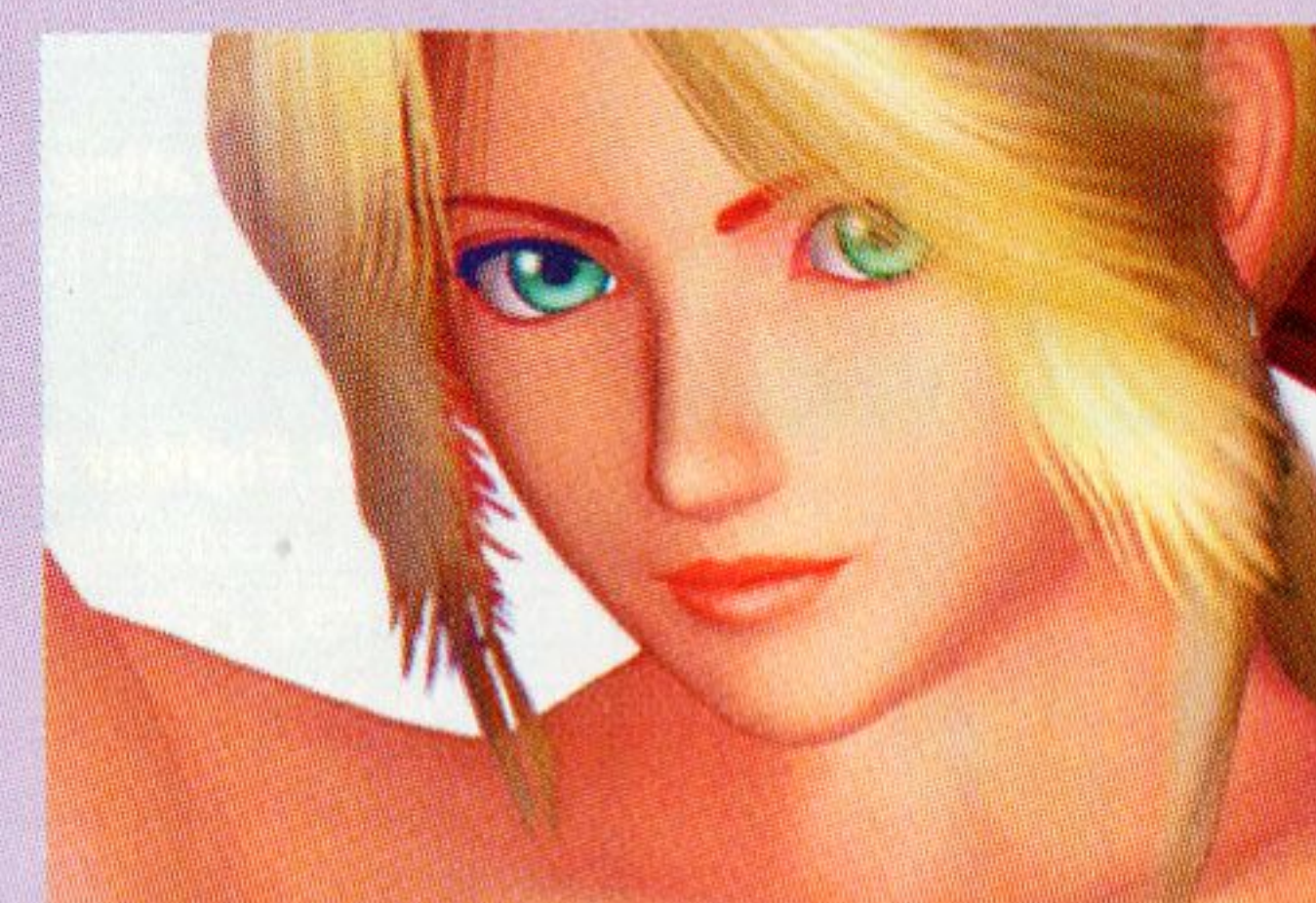


#### GEN FU

**Nationality:** Chinese **Age:** 65  
**Occupation:** Bookstore owner  
**Hobby:** Painting  
☐ His granddaughter is on her deathbed so to raise medical costs this pensioner enters the DOA championship to win the cash. Easier than dipping into his pension anyway.

## GET TO KNOW YOUR FOE

Beat-'em-ups pride themselves on creating the most bizarre biographies for their characters. Unsurprisingly, DOA2 is no exception...



#### HELENA

**Nationality:** French **Age:** 21  
**Occupation:** Opera Singer **Hobby:** Walking  
☐ As well as eating blancmange by the bucket load (honestly) this high kicking Charlotte Church is in the DOA championship to avenge her assassinated mother. Poor devil, the bullet was apparently meant for her.



#### ZACK

**Nationality:** American **Age:** 25  
**Occupation:** DJ **Hobby:** Pool  
☐ Appalling dress sense has eventually driven this kick boxing DJ to the brink of madness. He now enters the contest regularly having been jeered at by everyone and enjoys nothing more than kicking people's faces in.



#### BASS ARMSTRONG

**Nationality:** American **Age:** 46  
**Occupation:** Wrestler **Hobby:** Motorbikes  
☐ Entered to stop Tina's self-destructive ambition, Bass is determined to shield her from the attention she will get should she win the DOA championship. Has a nasty habit of smashing the TV whenever his lass is on.



#### TINA ARMSTRONG

**Nationality:** American **Age:** 22  
**Occupation:** Wrestler **Hobby:** Videogames  
☐ No, we've never seen her at a WWF tournament either. The daughter of Bass Armstrong, her thirst for world recognition is so deep it leads her to enter the contest time and again. Her father is very disapproving.



#### LEON

**Nationality:** Italian **Age:** 42  
**Occupation:** Mercenary **Hobby:** Gardening  
☐ Gardening and killing are all that drive this lone soldier. One minute he's tenderly planting his hardy perennials the next he's snapping the necks of buxom young women. Is still grieving over the death of his partner.



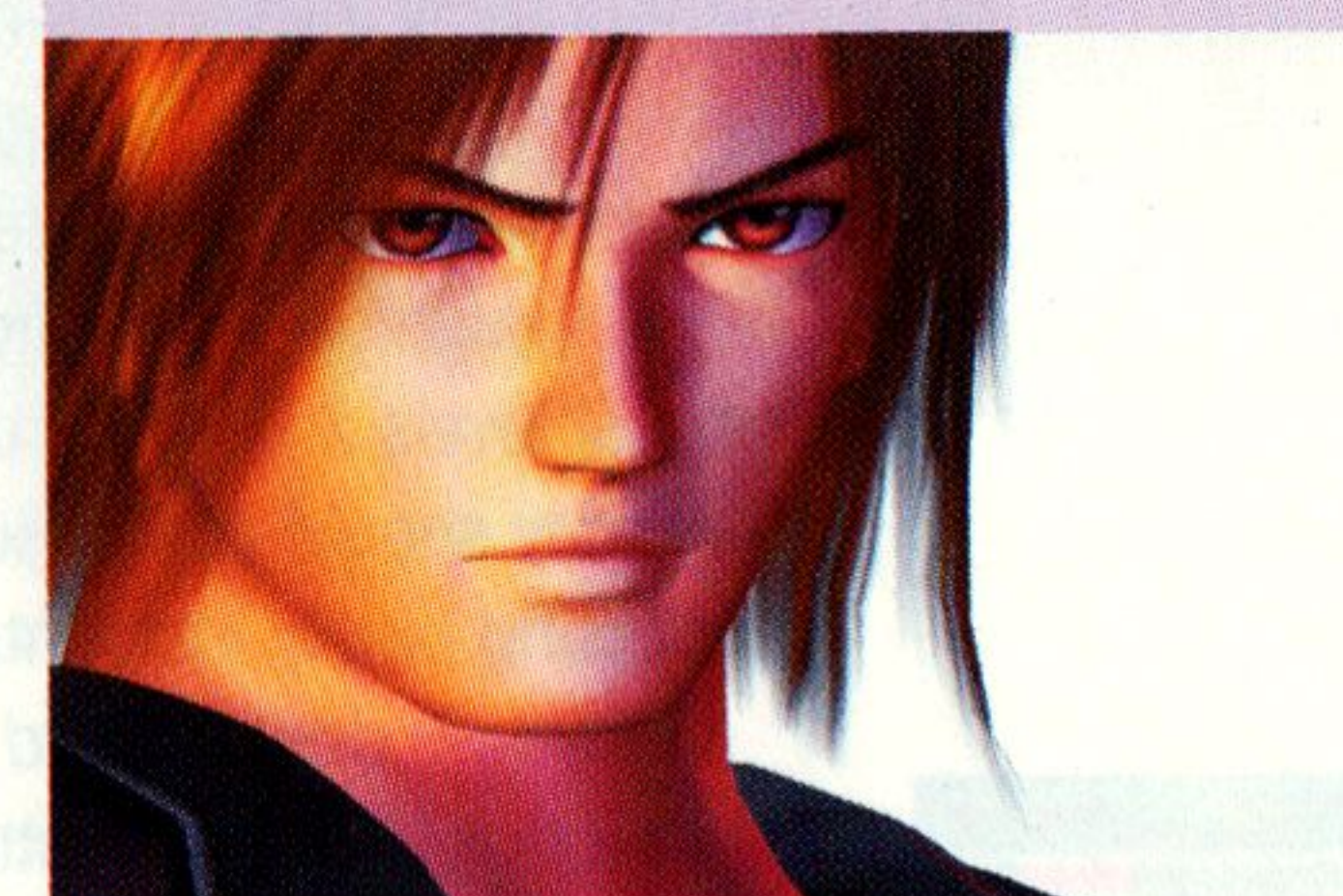
#### JANN LEE

**Nationality:** Chinese **Age:** 20  
**Occupation:** Bouncer **Hobby:** Action movies  
☐ He can't bond with women, screams like a laydee when going in for the attack and has single handedly mastered Jeet Kune Do, the martial art used by Bruce Lee. A bit of a plonker at heart.



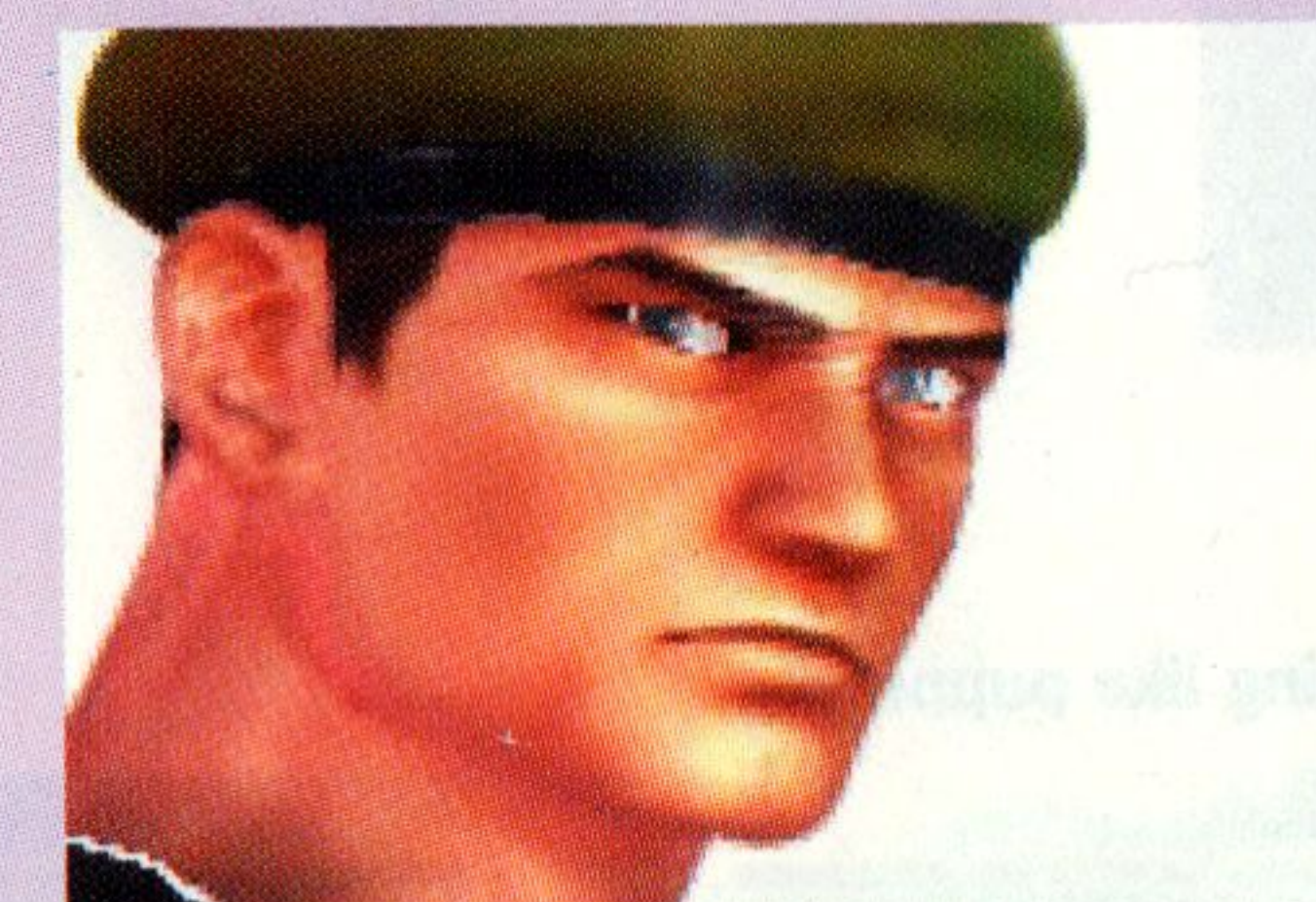
#### AYANE

**Nationality:** Japanese **Age:** Unknown  
**Occupation:** Ninja **Hobby:** Beauty treatments  
☐ In her spare time away from the beauty counter-slapping on the latest shades of Max Factor, Ayane is secretly a ninja. No, we don't believe her either. She has a vendetta with Kasumi because she lusts after his brother.



#### EIN

**Nationality:** Unknown **Age:** 23  
**Occupation:** Karate Instructor  
**Hobby:** Unknown  
☐ Found wandering through the Black Forest karate chopping branches and arguing with trees. Has entered the championship in order to find out who he is.



#### BAYMAN

**Nationality:** Russian **Age:** Unknown  
**Occupation:** Freelance assassin  
**Hobby:** Killing  
☐ Available only in tag matches and timed fights, Bayman is never without his trademark beret. He is being hired by a mysterious sponsor to win the DOA championship.



#### BANKOTSUBO

**Nationality:** Unknown **Age:** 1500  
**Occupation:** Unknown **Hobby:** Unknown  
☐ A fallen angel, Bankotsubo is a Tengu, a spiritual being. Descended to human society he likes nothing more than to cause havoc and spread fear. His full name is Gohyaku-Mine Bankotsubo the Tengu. No sniggering.

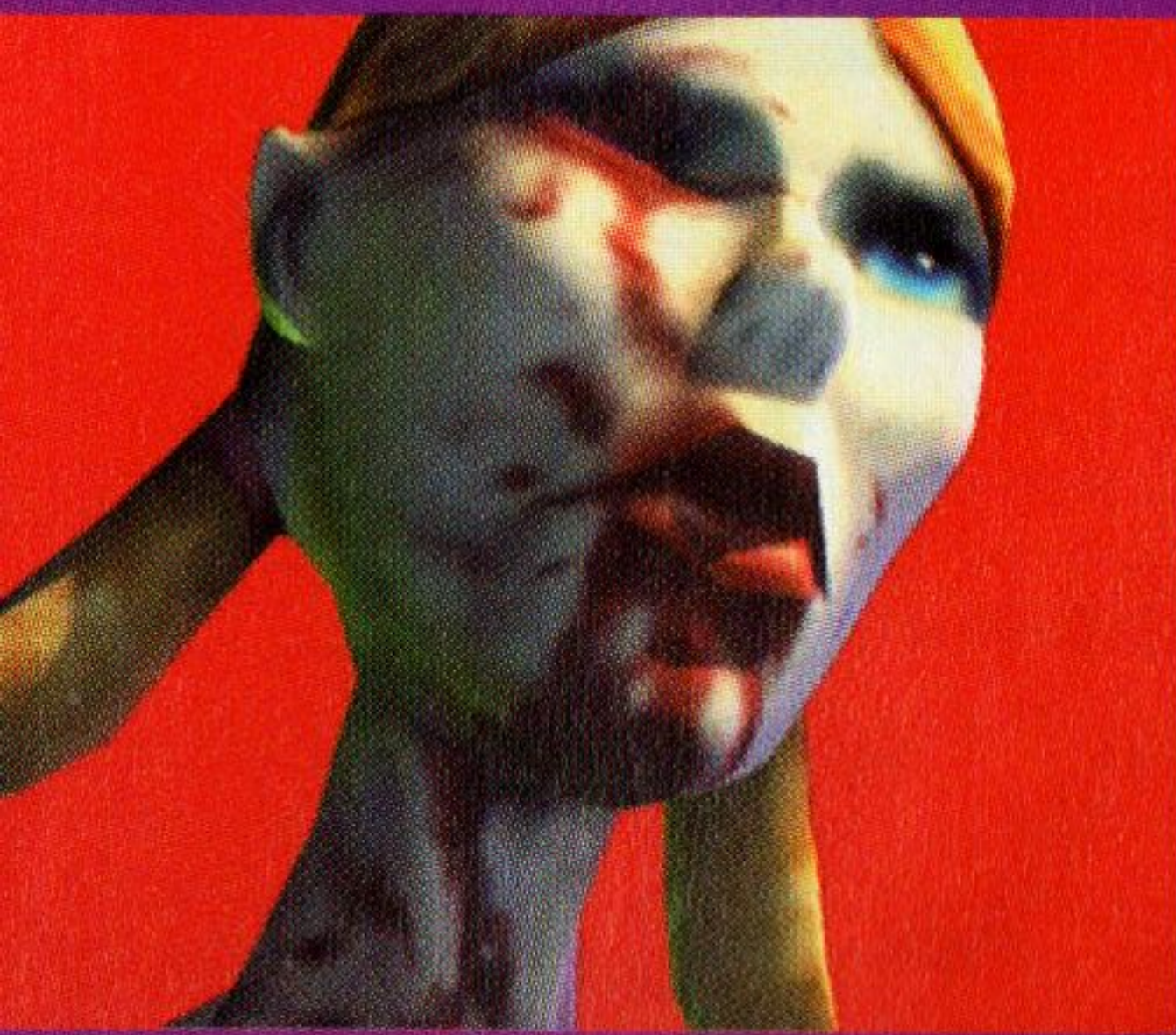


# REVIEW

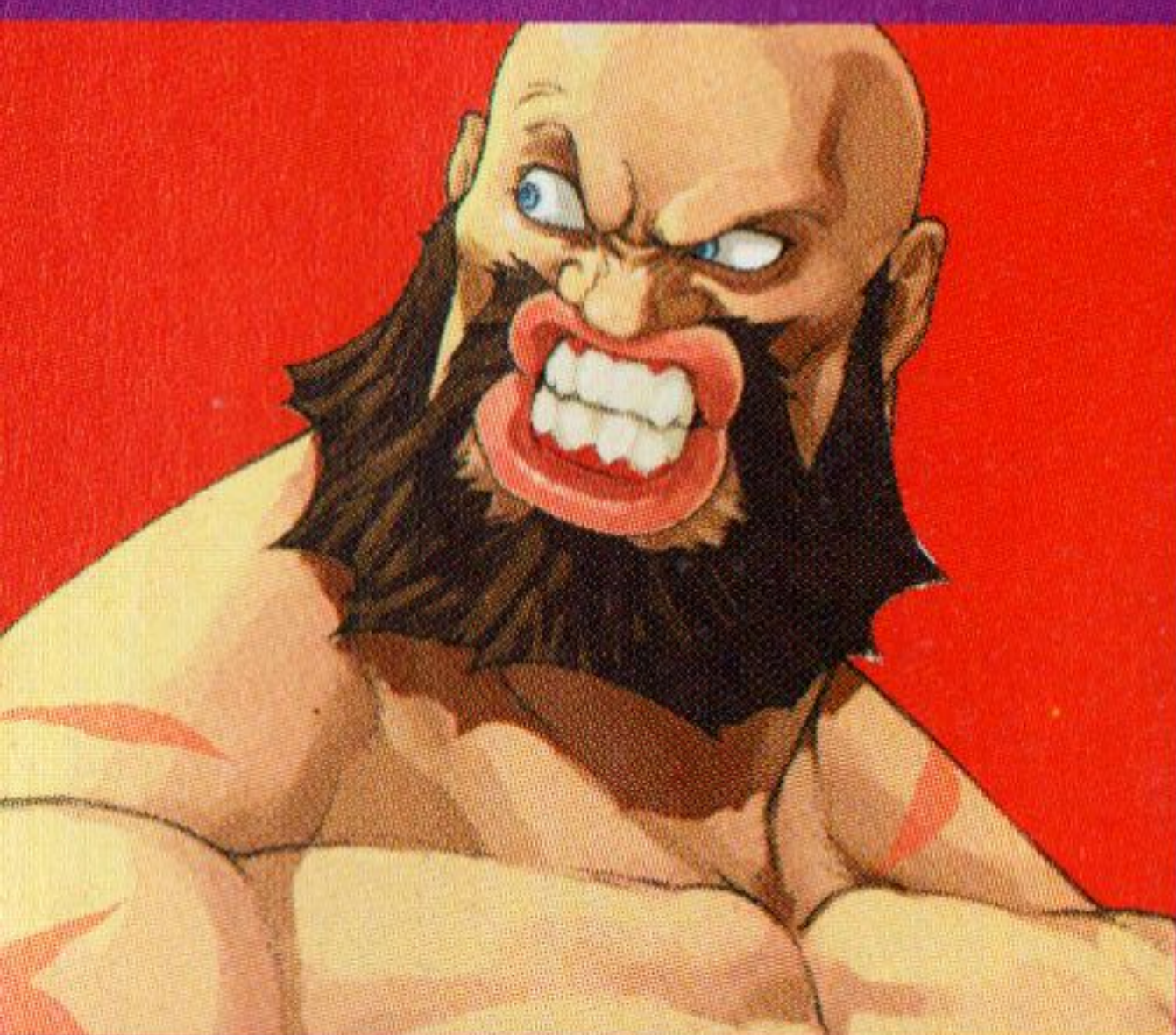
## DEAD OR ALIVE 2

### IT'S A MAN'S MAN'S WORLD

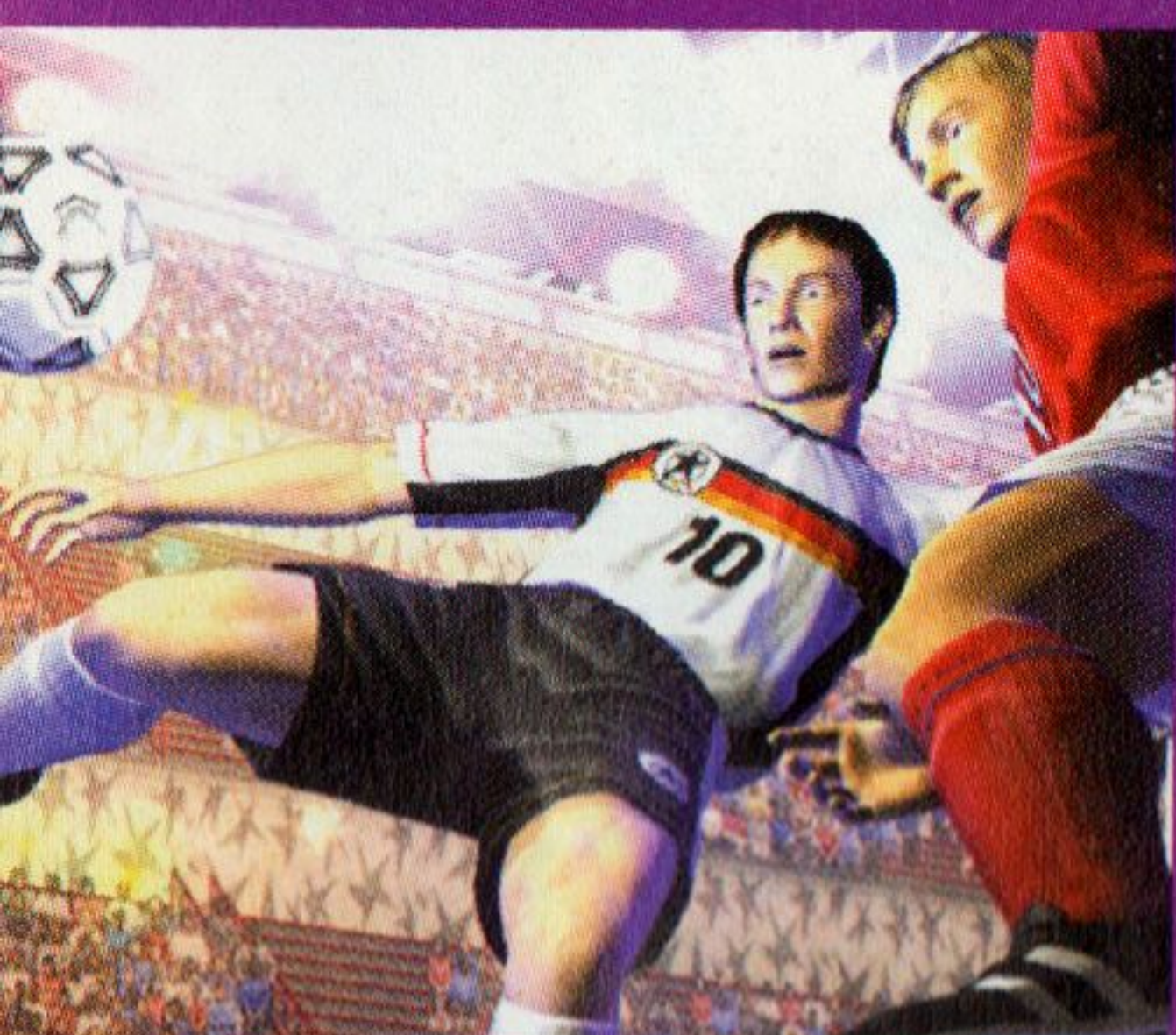
If neither *DOA2* or *Tekken Tag* whets your appetite, here are our top five testosterone-fuelled games to get the man's heart beating that little faster.



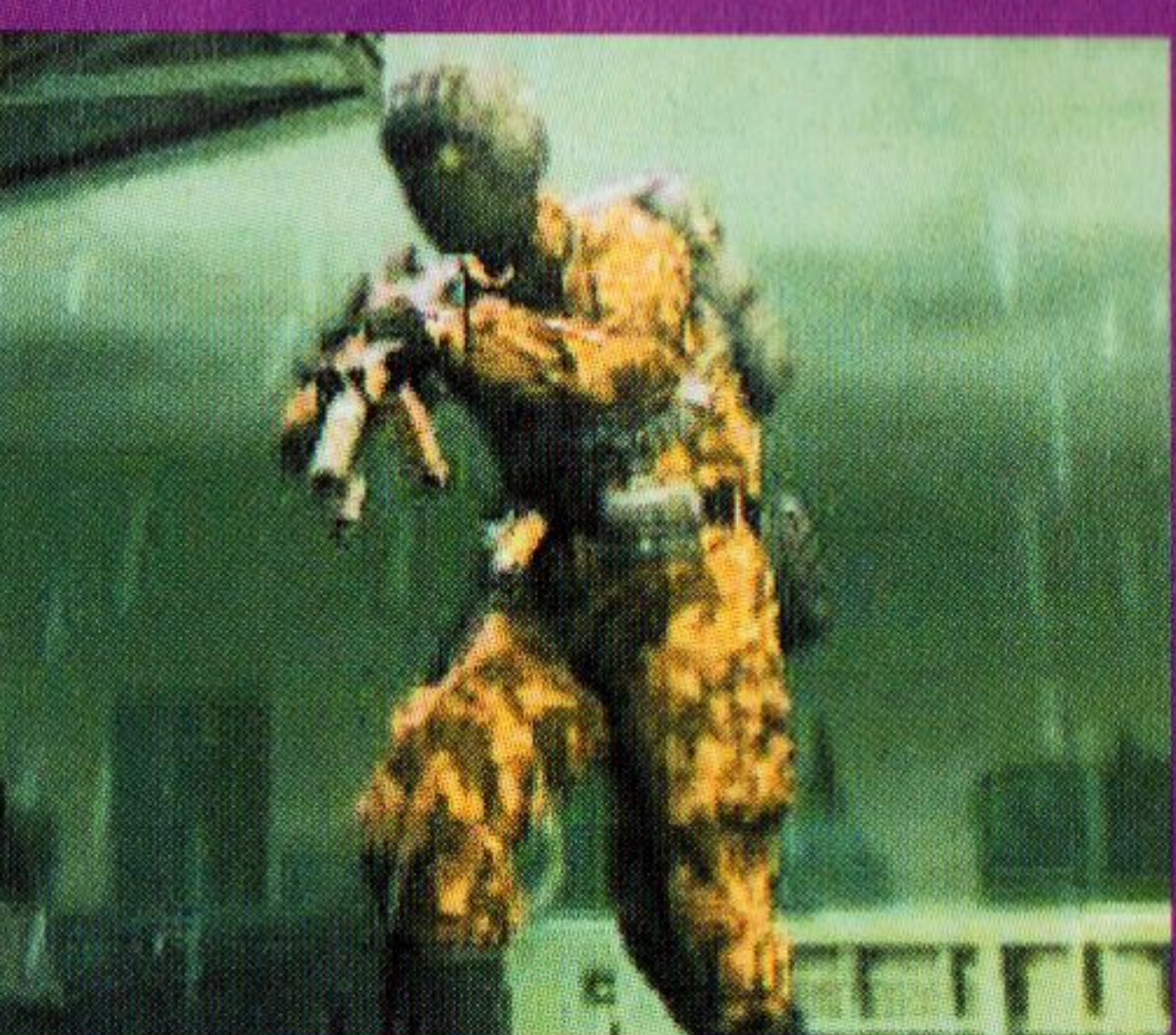
**1. TimeSplitters**  
Free Radical's first-person shooter is sure to get the adrenaline pulsing. Dozens of intricately designed levels and a superb array of weapons make this a must for the PS2 owner. Also contender for the best PS2 title to date. Fact.  
**Adrenaline Rating:** Nurse, the screams!



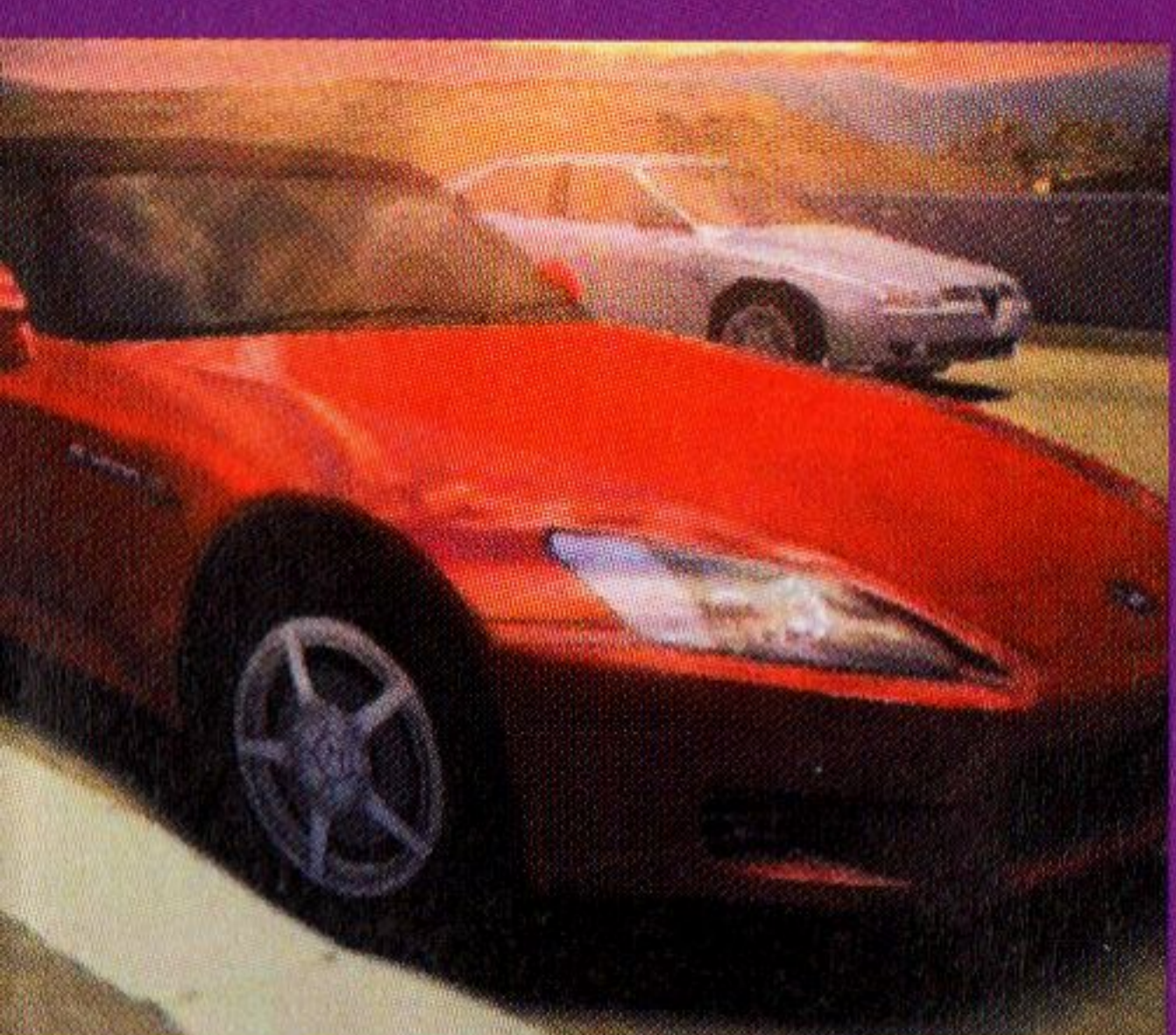
**2. Street Fighter EX3**  
The third beat-'em-up for the PS2 is due on sale in January. *SFEX3* will be sure to get fans of the series excited with its collection of new characters and string upon string of special moves.  
**Adrenaline Rating:** Just look at the size of that beard.



**3. International Superstar Soccer**  
Although not an obvious choice, the realism of *International Superstar Soccer* will have you screaming at the TV and punching holes in the wall. A real blood-boiler if ever there was one.  
**Adrenaline Rating:** C'mon, the lads!



**4. Metal Gear Solid 2: Sons of Liberty**  
You'll have to wait another year but all that snoopin' around top secret military establishments, high-powered arsenal and cinematic gameplay is pure bloke heaven. And it hasn't even got football in it.  
**Adrenaline Rating:** Hmm, particle effects...



**5. Gran Turismo 3**  
Only a few months to go now until we get the chance to sit behind some of the world's most powerful cars and fulfil our wildest schoolboy fantasies. This is guaranteed to be stunning.  
**Adrenaline Rating:** Clarkson alert! Clarkson alert!



Never take the mick out of a man in a string vest, he could turn out to be more unhinged than Rab C Nesbit.



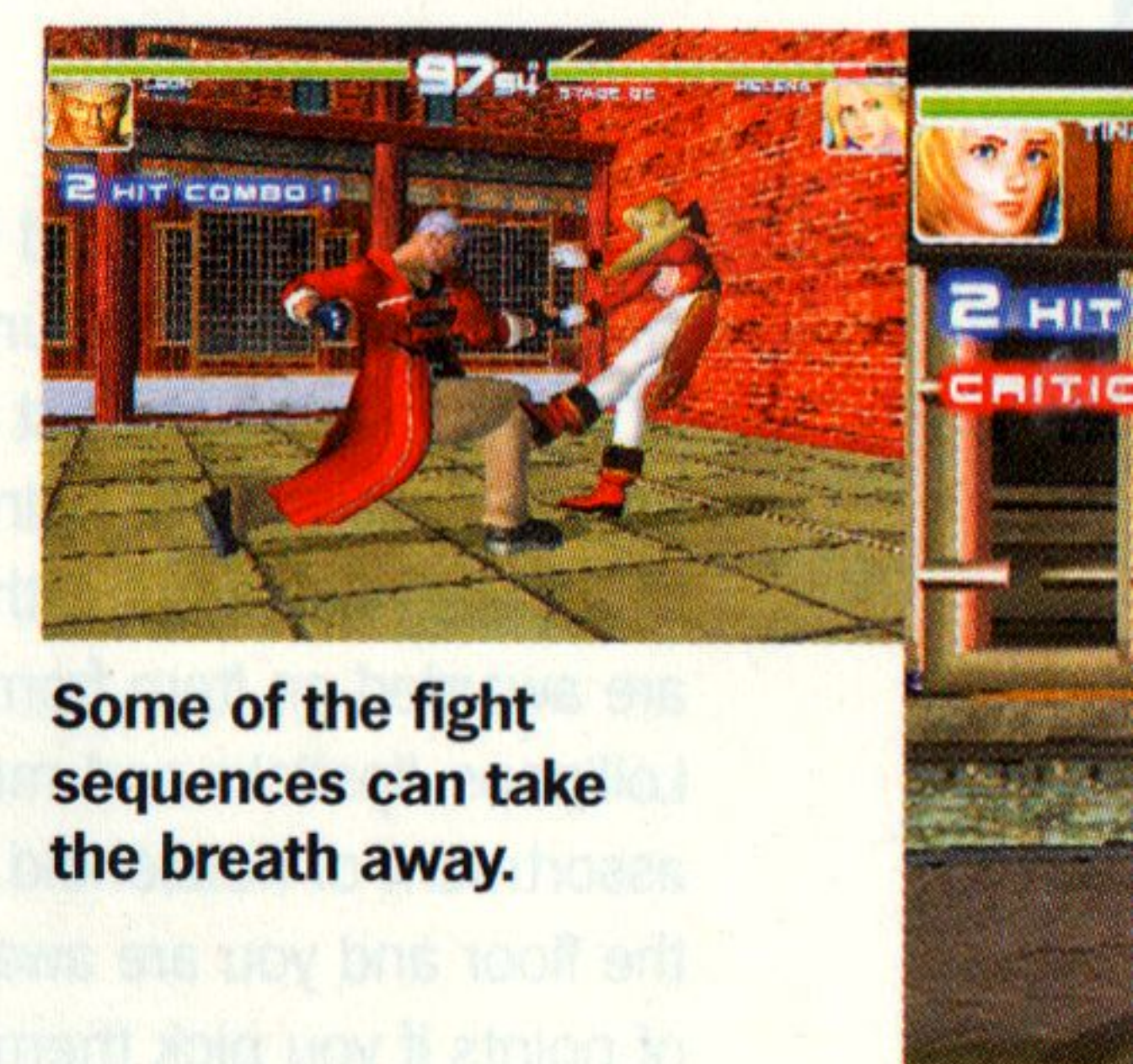
You put your left leg in, your left leg out, in, out, in, out and shake it all about. Look, sorry.

It's a shame such a majority of *DOA2* has gone into hyper drive with the speed because it leaves little time to appreciate the subtler aspects of the game that need pointing out. Particles, especially snow and sand are excellent, better than *TTT* even. When the wind billows and screams across the screen it clings to clothes, whipping them up along with hair, ribbons and other loose items of clothing. Most of the time when clothes are billowed into a frenzy by the elements it reveals an occasional glimpse of female flesh. Typical. Oh, and they haven't even been anti-aliased either.

### ENVIRONMENTAL PERFECTION

Rather than the ghastly parallax scrolling that blighted *TTT*, in *DOA2* the environments are sturdy, substantial and concrete. Well... most of the time. Some of your precious tussling time will undoubtedly involve attempting to thrust your enemy through stained-glass windows, shoving them into frozen crevasses or roundhouse kicking them straight into live circuitry. Many arenas are on several levels and it is a credit to the developers that they should spend such considerable time perfecting purely incidental aspects of the game.

Have no doubt, *Dead or Alive 2* is a game born of devotion. Everything attempted has been done



Some of the fight sequences can take the breath away.

Nobody seems to stand a chance against this world blurring brute.



//Particle effects, especially snow and sand are excellent – better than *TTT* even//

See what we mean about the characters looking like puppets?







See that big stained-glass window? Push your opponent out – extremely dangerous and extremely recommended.



with the best intentions in mind and more often than not the effort succeeds. The vast array of modes, the quality of fighters (after all, it matters far more than quantity) the choreographed beauty of the combat styles and the ingenious relation of the characters to their environments are all credits to the game. Even the 'slightly over enthusiastic' frame rate which will so hamper the struggles of the novice player should be seen as a bonus to the game once it is mastered.

It isn't very often that a game can encroach on Tekken's territory with such bravado and come away unscathed but *Dead Or Alive 2* is one such game. If only it took itself a little more seriously, introduced new characters and cut down on the speed then we'd be looking at a stand off of two beat-'em-up giants. As it is though, DOA2 is the best second choice of game anyone could hope for and should still be capable of shining through Tekken's gargantuan shadow. ☐ Ben Lawrence

## DEAD OR ALIVE 2

### Why we'd buy it

- Highly inventive combat
- Blistering frame rate
- And of course, those jubbies will always sell...

### Why we'd leave it

- May not appreciate its hidden depths
- Too fast to fully appreciate
- Too few characters

Over exuberant and alienating to the novice but it looks good and, more importantly, plays well once you learn how to tame it.

**Graphics** Flamboyant, silky and crafted to perfection

**Sound** Incidental. Fits but makes no impact

**Gameplay** Grasp it and you'll like it

**Life span** Cut short by lack of characters

08

04

08

06

07

PS2 VERDICT



Take a whipping from a bearded loon with his lethal string of onions...



Don't cower in fear. Stand up like a man/woman and lamp him into another postcode!





It's possible to pull off some inch-perfect corners and free kicks – not your average Saturday afternoon fare then.

# FIFA 2001

The Premiership season never looked as good – but are FIFA 2001's pretty boys afraid to get their boots muddy?

**Publisher:** EA Sports  
**Developer:** EA Sports (Canada)  
**Price:** £39.99 TBC  
**Players:** 1-4  
**Out:** Now  
**Web site:** [www.ea.com](http://www.ea.com)

### Back story

With ten seasons under its belt across a host of games systems, FIFA is the most successful football game franchise ever. The only game to feature the current Premiership squads and International sides, FIFA's annual updates challenge for the coveted Christmas number one slot in the PlayStation and all-format charts every year.



Football is a cruel lover. It can leave you aghast at just how a top five team can apparently crumble at home to the likes of Coventry or Derby. Then it can heap on additional misery with the embarrassment felt at school or work after seeing your side humbled by lower league opposition in the Worthington Cup. Thank God then for the moments of joy. Paolo DiCanio's wonder goal for West Ham against Wimbledon, for example, or Bradford's battling performance to beat Liverpool and stay in the Premiership last May.

These are events that only happen occasionally, but make life worth living. If DiCanio rained in goals of that calibre every week, it would get dull. If Emile Heskey hit a hat trick every weekend, people would stop caring and take it for granted. This is the problem with EA's FIFA 2001. It isn't interested in the nuts and bolts of real football. Instead, it prefers to concentrate on moments of excellence where every shot is a contender for goal of the month. The result is a somewhat soulless game where matches are visual showcases but less impressive to play.

Indeed, within seconds of kick off FIFA 2001 underlines the franchise's continued determination to showboat on PS2. The shoulder buttons are used to flick the ball over a player's shoulder or spin elegantly past a defender, while elementary moves such as a decent through ball are curiously missing. Factors like this prove that FIFA 2001 is often less concerned with the beautiful game and more with its image. That's not to say this isn't a playable game – it is – but its simplistic kick and run content has barely changed in the last three years. With the potential offered by PlayStation 2, it's sad to see that gameplay advances have been sacrificed in favour of visual ones especially in a title representing such a fundamentally basic sport.

EA has always stated that its intention is to totally immerse the player within a high-pressure football match and there is enough visual and aural trickery on show in FIFA 2001 to prove this. The multi-tiered Nou Camp-style stadia eschews the cosiness and realism of a half-empty Highfield Road or Valley Parade and continue FIFA 2001's obsession with the more grandiose side of the game. So, unlike an average Coventry or Charlton game, FIFA matches are always packed to the rafters with capacity crowds of hundreds of thousands. Not only that, but the crowds are also impressively vocal. They roar in synchronised appreciation, booing when the action slows down and uttering heart-felt 'oohs' as a shot hits the post, adding immensely to the matchday atmosphere. Needless to say, though, it is the players that are rightfully the stars of the show and in FIFA 2001, you get the real deal.

One of the key reasons behind FIFA's continued success is that everyone wants to lead their team to victory. It's all very well playing ISS and guiding England to a well-earned nil-nil draw, but it is more instantly gratifying to lead Ipswich into Europe or plonk Spurs at the top of the table. Which, let's face it, in these days of Manchester United and its expensive squad, simply won't happen in the Premiership. This is the appeal that EA see as the trump card in FIFA 2001's hand and the PS2 version plays it again perfectly. Whereas past versions of FIFA have approximated team strips and the appearance of players, with FIFA 2001 the players are 100% authentic. The kits are all lavishly detailed with not only the sponsors' logos legible on the front, but the patterns within the shirt material also clearly visible. Even better, some of the players actually resemble their real-life counterparts. During the course of a match, the likes of Robbie Savage Patrick Berger are all



Zidane is easily recognisable by that glaring bald spot. You can zoom in for a closer look too.

## //The movement of FIFA 2001's many pros is almost balletic//

instantly recognisable because of their flowing locks, while Bergkamp's lantern jaw and DiCanio's thinning thatch are on show. Granted, the more anonymous-looking players aren't as well realised – Joe Cole now has lustrous black hair, while Rio Ferdinand, Ben Thatcher and Roy Keane are all rather similar – but the overall effect is impressive.

The animation of the players is equally eye-catching. EA spent a fortune hiring the very best players to go through the actions of kicking and passing for the motion capture system used in the game. This means that whatever distinctive moves are made by the real players – in FIFA 2001's case Paul Scholes, Edgar Davids and Thierry Henry amongst others – are faithfully recreated in the game. However, the proof of the system's effectiveness is more in what you don't notice than what you do. The movement of FIFA 2001's numerous pros is almost balletic at times. To see a goalkeeper react to stoop and collect a rolling ball may not sound impressive, but no other football games do it. Similarly, the assorted feints, drag backs and even receipt of a pass are done without breaking stride – as it should be. Of course, it can get a little uniform at times and there is something frankly disturbing about seeing an on-screen version of Carlton Palmer spin a midfielder, but it gels with the simple control system perfectly.

Although little touches such as players warning of a 'man on' and water splashing up as the ball

### HE SHOOTS, HE SCORES

Make the most of FIFA 2001's OTT goals. They're the best you'll see in footie games.



**Step 1** Leg it down the wing with the ball until you get to the edge of the penalty area.

**Step 2** Just before you reach the end of the pitch whip in a cross.

**Step 3** Press the shoot button as the ball arcs over. Bingo.

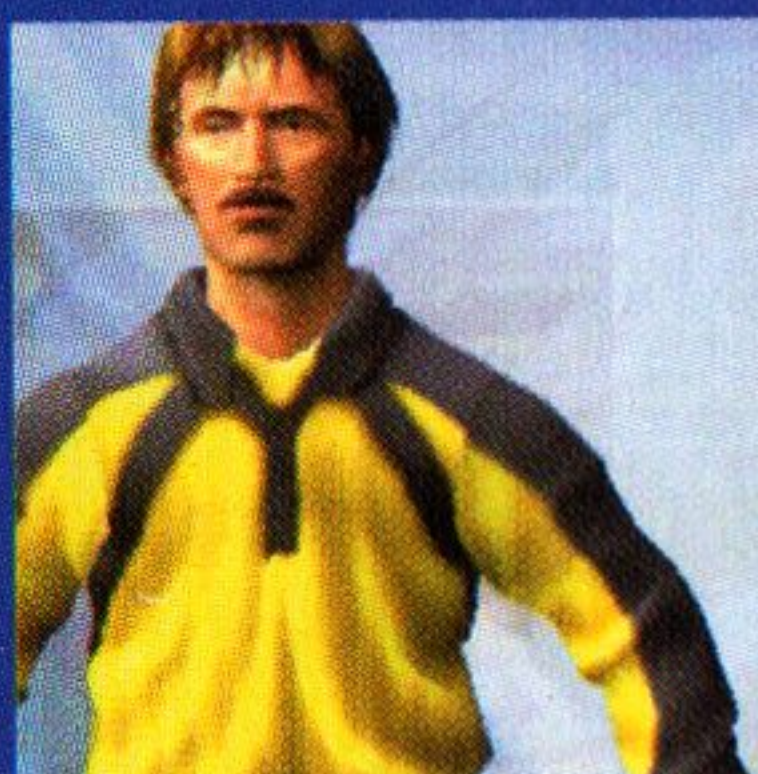
**Step 4** Yet another world class finish. Again and again...





## THE FIFA 2001 ALL STARS

You'll recognise these on-screen players straight away.



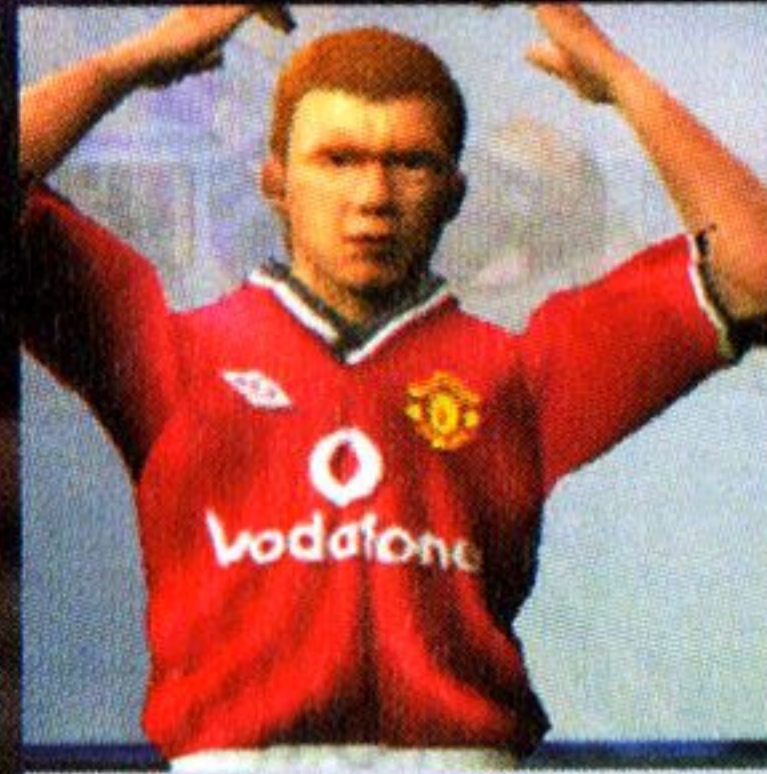
**1. David Seaman:** The camp ponytail may not be there, but the bushy moustache and slow reactions to low shots make the ageing Arsenal 'keeper instantly recognisable.



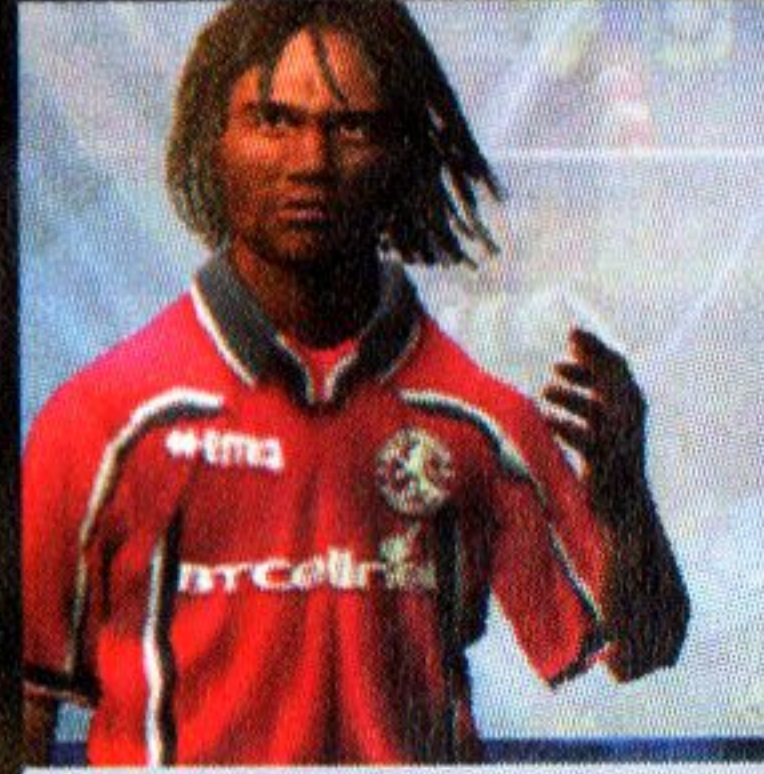
**2. Paolo DiCanio:** The mercurial West Ham United striker's thinning hair is brilliantly recreated, although the FIFA 2001 version is less confrontational to the referees.



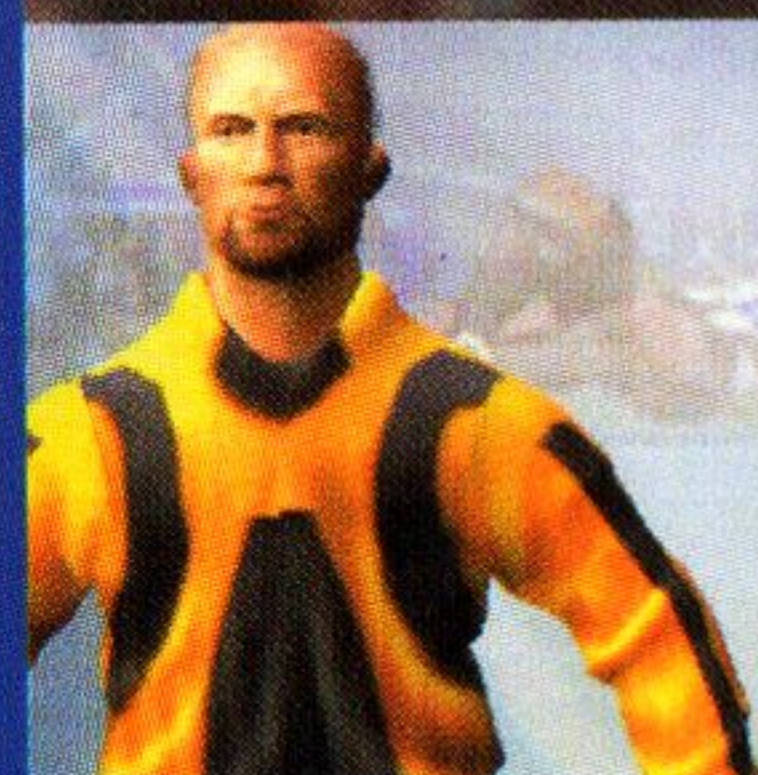
**3. David Ginola:** Those long locks make the Frenchman stick out in an otherwise nondescript Villa team. One player who doesn't look unusual doing spins and tricks.



**4. Paul Scholes:** The little ginger dynamo looks very at home in FIFA's Man Utd. Hardly surprising, since he performed most of the moves motion-captured in the game.



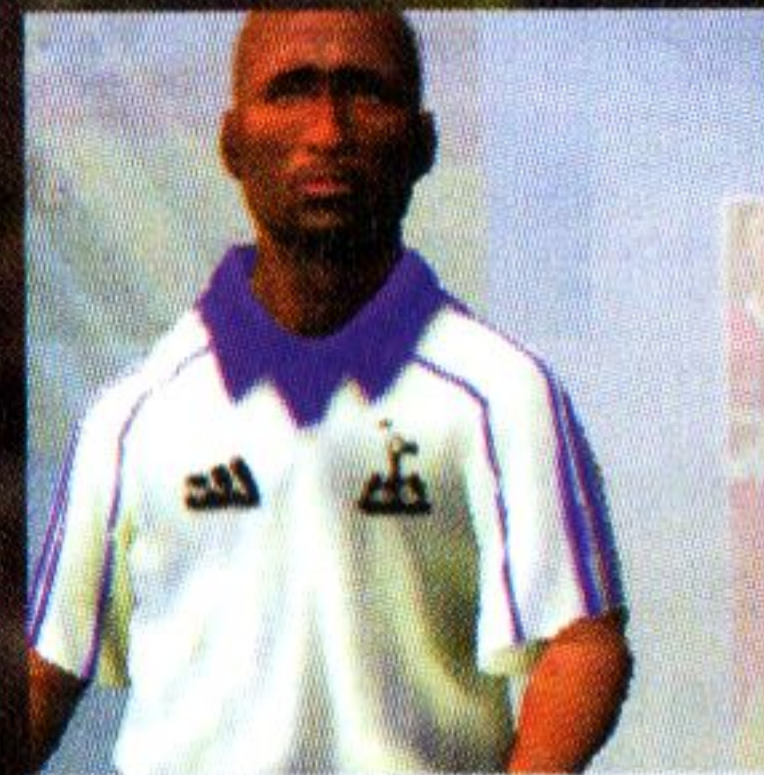
**5. Christian Karembeu:** The 'Boro star appears with dreads intact, but the FIFA version sadly lacks the Wonderbra model wife lurking in the directors' box.



**6. Fabien Barthez:** The little goatie, the slaphead and the proficiency at cutting out crosses. All that's missing from the World Cup winner are his short sleeves.



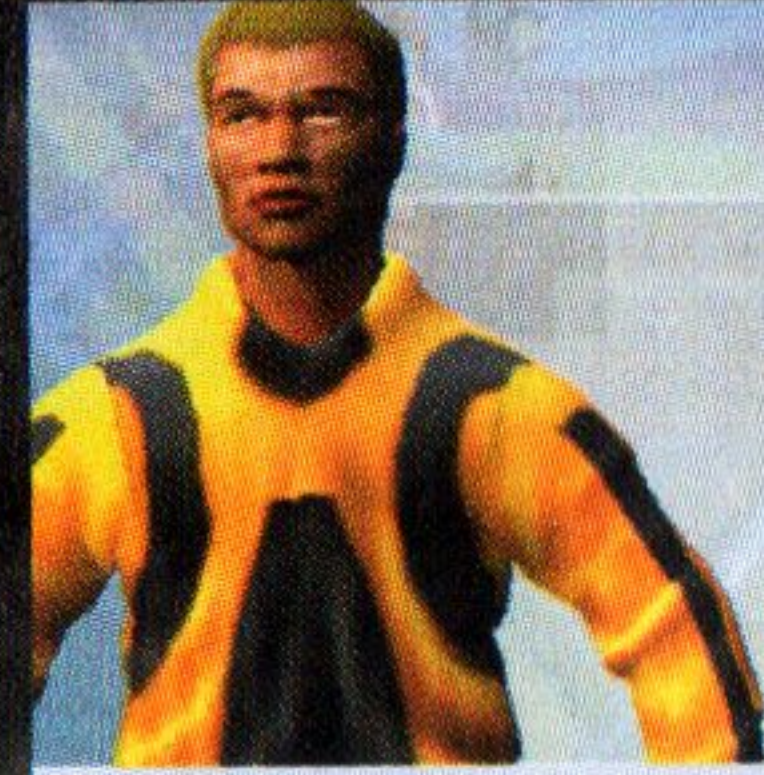
**7. Robbie Savage:** Like Ginola, the Leicester winger is instantly recognisable because of his long barnet. You can decide whether to replicate his heavy-handed style. Or not.



**8. Sol Campbell:** The soon to be ex-Spurs defender looks identical to his real-life counterpart. He's also the rock of the FIFA Spurs team's worryingly shaky defence.



**9. Mark Viduka:** FIFA's version is as stocky and powerful as the Leeds striker and his hit rate is equally good. Oddly, the game's version of Harry Kewell appears to be wearing a silly wig.

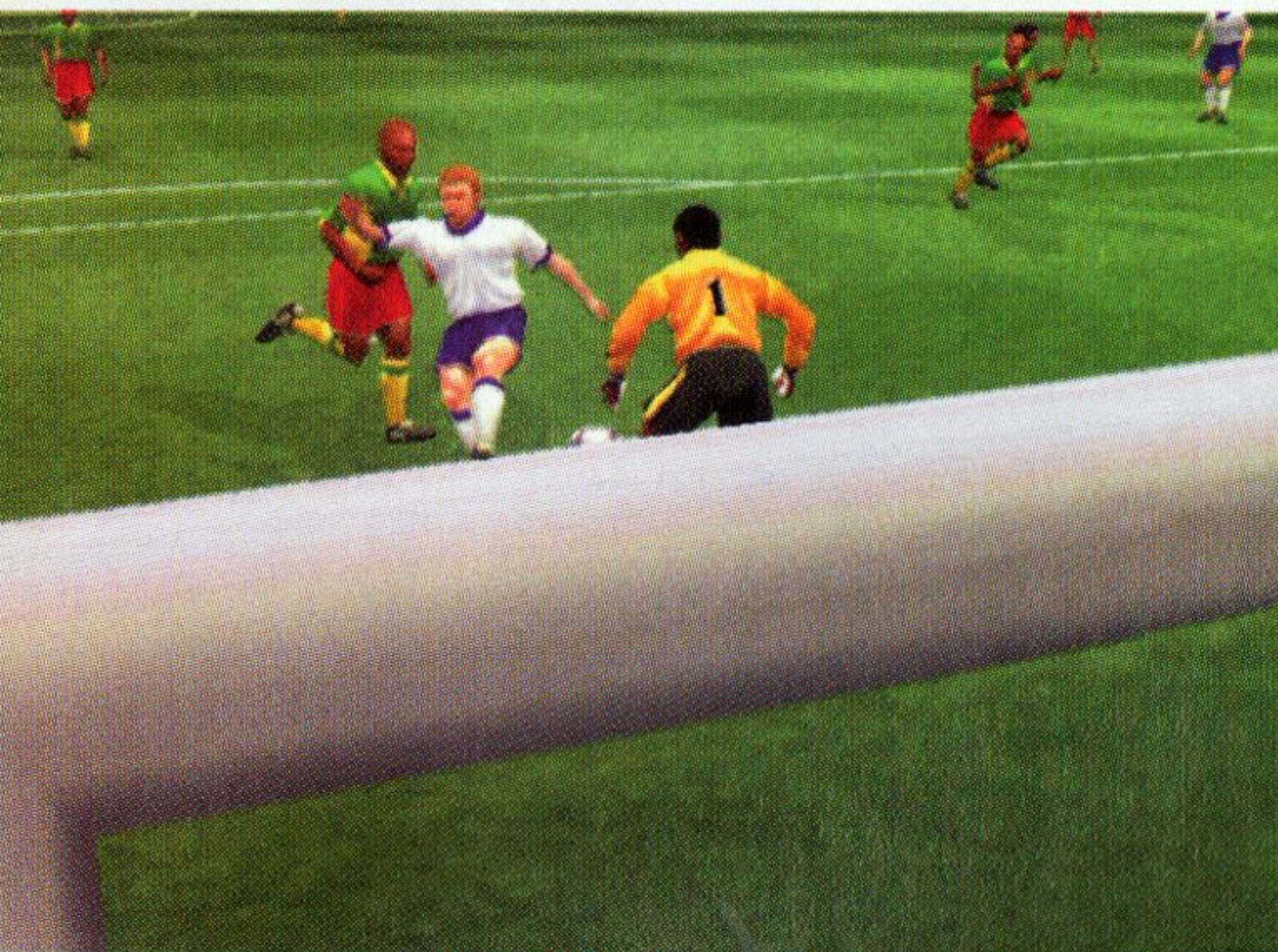


**10. David James:** This goalkeeper's bleached hair makes him easy to spot a mile away but not as badly as the propensity for punching the ball into danger areas...



# REVIEW

## FIFA 2001



Shots on goal are invariably spectacular affairs.



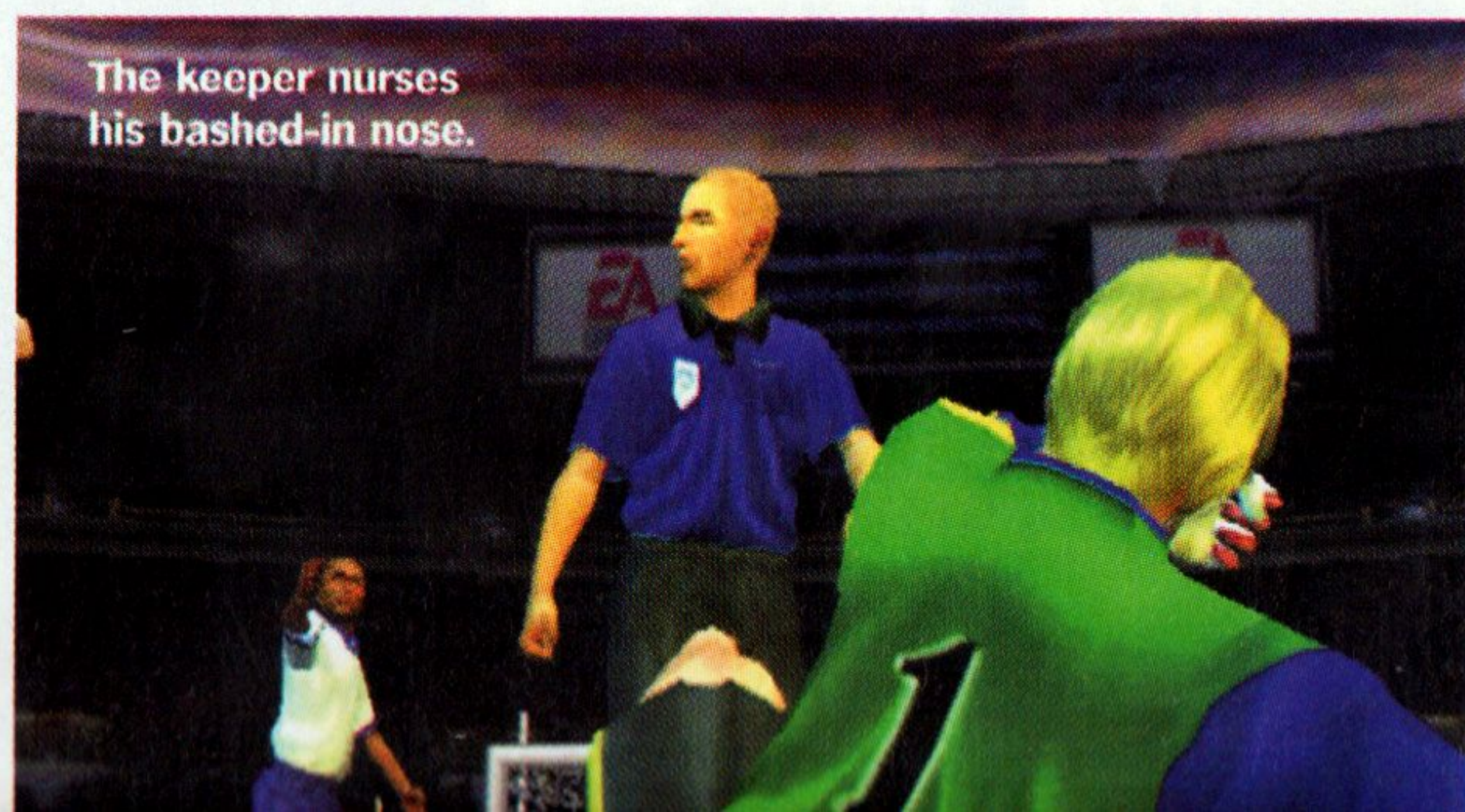
Quite who fouled who in this challenge is impossible to tell – even with the replay.



(Left) An awe-inspiring bicycle kick. (Above) McManaman clean through. Only in FIFA 2001.



Injured players are rewarded with a red cross floating over their heads.



The keeper nurses his bashed-in nose.

hits a sodden pitch are welcome, the rest of *FIFA 2001*'s content is somewhat less flamboyant. The control system has been boiled down to tackles, shots and passes which are handled by the four control buttons, with other tricks and moves effected via the shoulder buttons. The only exception to this is that **L1** slots a long pass forward, either into space or to a player's feet. It's no replacement for the deft through balls of *ISS* and past *FIFA* incarnations, but with practice becomes essential in build up play. These simple controls are also adapted depending on the player's position in relation to the ball and other players, with the lob button doubling for crosses and the shot button used to head the ball when applicable. There are times, however when the system's attempts to make things easy give the unsatisfying feeling that you are not actually in full control. This is more than a little disconcerting and symptomatic of a game where such showy moves are everything.

### TO BE IN CONTROL

Although the control system is simple but ultimately effective, the same can't be said of the gameplay. *FIFA 2001* is an ideal entry-level football title in so much that it can be picked up and played within seconds of loading, but it won't adapt and grow with the player. It is also very formulaic at its heart – although EA has made some slight improvements on the player AI, the action falls into a predictable and clinical pattern. One of the main adjustments over past versions is that *FIFA 2001*'s defenders close down attackers quicker which prevents the 11-10 score lines that made a mockery of past *FIFA* games. However, they also seem rather infallible meaning the game

//It's the over-reliance on total precision that hampers *FIFA 2001*//

### QUIZ

*FIFA 2001* boasts European and home teams, so why not test your knowledge of international and domestic football.

1. Where was the 1982 World Cup held?
2. What was the name of the dog that famously found the stolen Jules Rimet trophy?
3. Who did Sir Alex Ferguson manage before Manchester United?
4. How far did the England team get in the 1962 World Cup?
5. Which of these has never managed Liverpool: Roy Evans, Graeme Souness, Phil Thompson?

Answers on page 123.





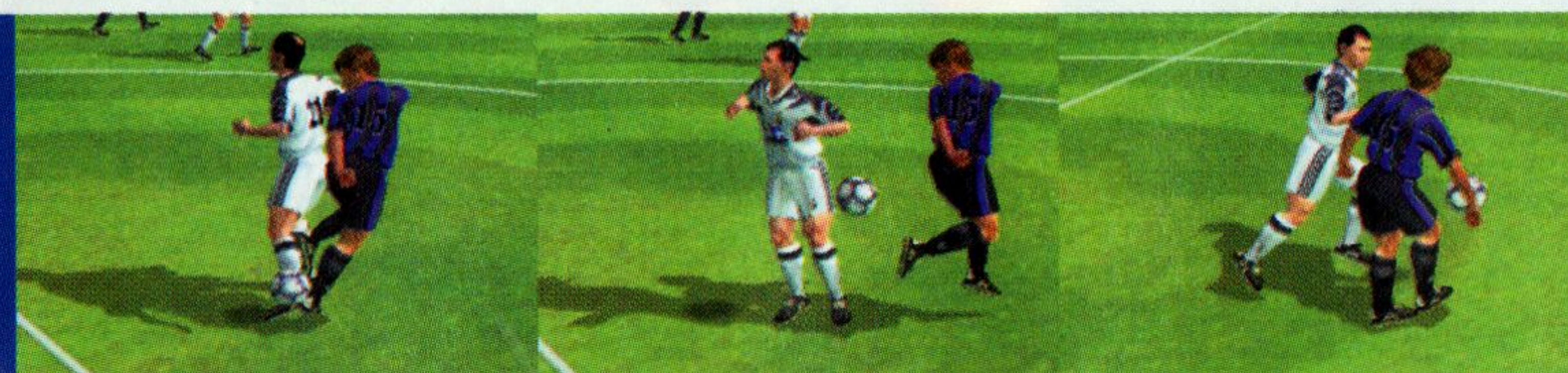
## OOH, YOU'RE A LOVELY MOVER

The **L1** and **L2** buttons are used to pull off the kind of showboating moves that *Match of the Day* always puts to jaunty music at Christmas...



### Trapping

Resting a foot on it stops the ball, while the player considers his passing options. Also useful to gain space as defenders close in.



### Flick Over

The heel is used to flick the ball over the head of the defender, ready to be hit first time.



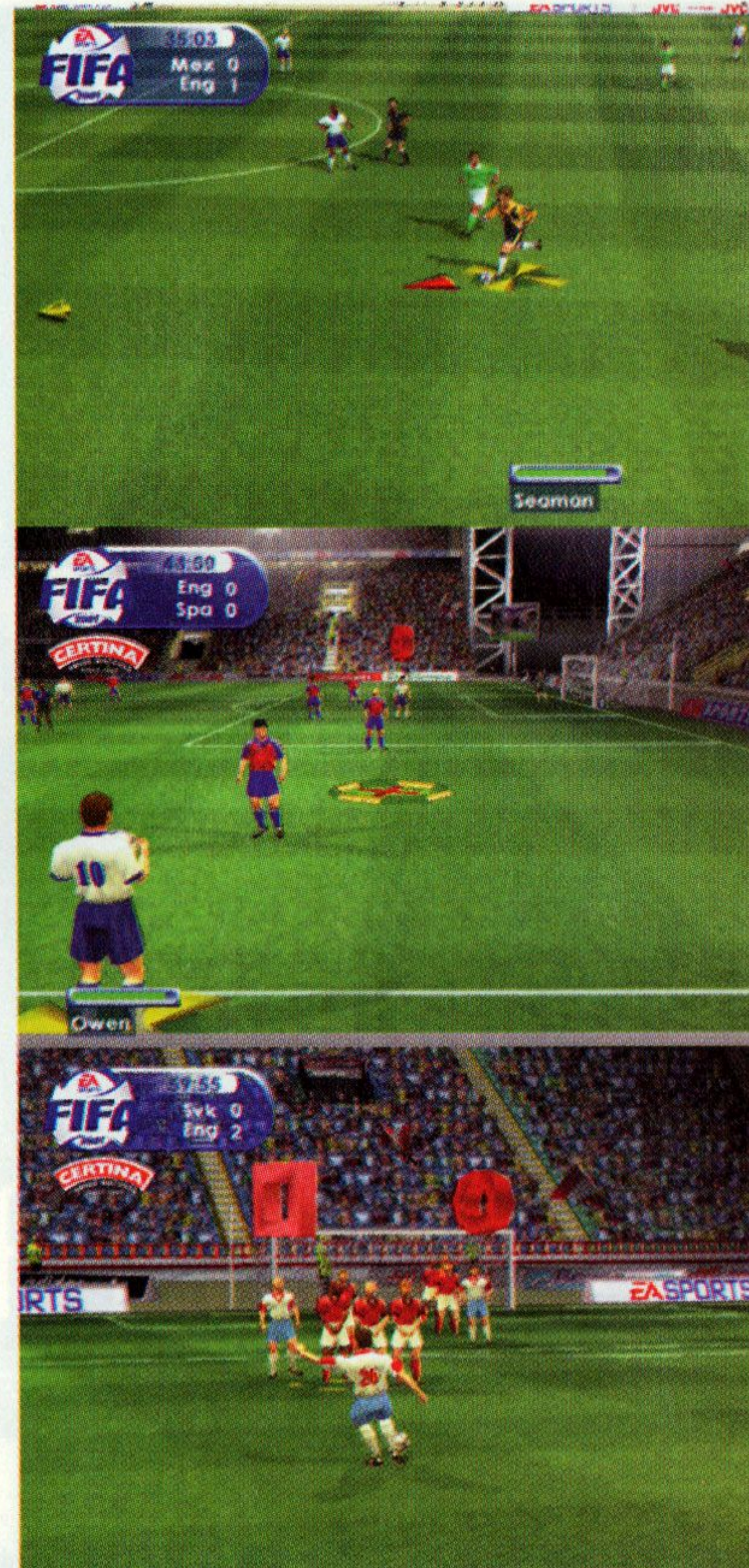
### Step Over

The player makes as if to turn, but merely lifts his leg over the ball and continues forward.



### Spin Turn

Shielding the ball, the player spins around to wrong-foot the defender before continuing the run.



**FIFA's control methods allow for some selective passing moves.**



The emotions of winning and losing the beautiful game, as rendered by the PS2.

soon descends into irritating midfield tussles as tackle after tackle flies in and numerous short passes are cut out. When a goal is scored it's usually a bicycle kick or spectacular volley received on the end of a perfectly weighted cross. Come on, how often does that happen on a Saturday afternoon? Exactly.

This huddling of midfield players and reliance on breathtaking goals hints at *FIFA 2001*'s tactical naivety. Despite the presence of 4-4-2 and 4-3-3 line-ups and plentiful strategic options screens, *FIFA*'s teams are a muddled bunch. Strikers often assume defensive positions, while wingers run around aimlessly. Defenders are just happy to stand in a line waiting for an attack. Goals are rarely scored by anyone other than the front line, creating further limitations as midfielders barely get a look in, while the back row don't even wander up for the corners. Similarly, while the passes go straight to feet and first-time volleys will wow those watching, the fact that the player has so little involvement in them is indicative of a game that is willing to restrict the player's part in the match when its gloss is in danger of cracking.

It is this over-reliance on total precision that constantly hampers *FIFA 2001*. Football is a game of skill where split-second chances are taken and the results can be spectacular or embarrassing. *FIFA 2001* presents it as a game played and devised by robots. It may move like a well-oiled machine, but lacks the heart-in-mouth moments of suspense and sudden breaks of *ISS*. *FIFA*

crosses are always meticulously hit home and goalkeepers rarely fumble a catch. What's worse, is that it just doesn't give the player any credit. The Amateur mode is little more than a kick and run game for egotists in which Bradford fans can see their team beat Manchester United on a regular basis. By the same token, the Professional and World-Class difficulty levels merely throw more and more aggressive defenders into the mix which only highlight the lack of scoring opportunities from open play.

Somewhere in *FIFA 2001* is a more than acceptable football game but its gameplay just doesn't extend to the ambitions of its stunning presentation. Graphically, nothing can touch it and the sound is impeccable – with John Motson and the fey Mark Lawrenson verbose and varied – but in terms of playability *FIFA 2001* is both linear and stilted. This is a real pity as there are thousands of football fans just waiting for a truly responsive football game that lets them star as Beckham, Owen or Shearer and have full control over the volleys, free kicks and mazy runs that have established such players within the Premiership elite. Sadly, *FIFA 2001* is only halfway there and while Beckham et al may indeed be on show, the actual match action shows none of their finesse and – worse – none of the variety that makes the real thing capture the hearts and imagination of so many fans. **Steve Merrett**

## FIFA 2001

### Why we'd buy it:

- Glossy graphics
- Stunning attention to detail
- Realistic looking players and kits
- Excellent use of sound

### Why we'd leave it:

- Too precise
- Lacks subtle control
- Often seems unresponsive

*FIFA 2001* talks a good game, but its dependence on fancy tricks and glossy presentation leaves the all important football basics sadly lacking.

### Graphics

Breathtaking in every respect

10

### Sound

Perfectly recreates that match day atmosphere

09

### Gameplay

Simplistic, but restrictive

05

### Life span

Limited by its lack of moves

05

**06**

PS2 VERDICT



Ginola getting a bit too big for his boots? Take him out – or just watch him dive...





Those pesky pirates get everywhere, but they're no match for our disjointed hero. Hold down **X** to target them and take 'em out.

# RAYMAN REVOLUTION

The Gallic oddball is back – and the PS2 is treated to one of the most stylish 3D platformers yet...

**Publisher:** Ubi Soft  
**Developer:** Ubi Soft  
**Price:** £39.99 TBC  
**Players:** 1-4  
**Out:** January 2001  
**Web site:** [www.ubisoft.com](http://www.ubisoft.com)

### Back story

This is the follow up to the PlayStation hit *Rayman* which sold over six million copies worldwide. While it's not a full-blown sequel, it's basically the deluxe version of *Rayman 2* (*Rayman 3* is in development as we speak) and has been a chart-topper on multiple formats over the last couple of years.



Rayman probably isn't the most attractive looking character you're likely to see. Forming an affection for a collection of possessed bodily off-cuts is hard but since this bundle of jointless French quality oozed onto our screens, the public have taken to him. His platform-hopping antics were beautifully realised on PSone in 2D and then in 3D with the sequel, *Rayman 2: The Great Escape* and he appeals to all ages, but be warned. Beneath the cartoon exterior, you'll find a challenge harder than conquering the north face of Ann Widdecombe.

For the uninitiated, a word of explanation. Evil space pirates have invaded Rayman's planet and smashed the heart of the world, sending his cartoon world into disharmony and the multitude of fuzzy creatures scuttling for shelter. The imbalance created by this act of heartless dementia is threatening to destroy everything unless our bouncy protagonist can save the day and gather together all the shattered pieces. Sound easy? It is – until you consider that there's loads of them. And if you want to get your money's worth, you're going to have to find them all.

Luckily for our hero, he has a bunch of mates to help him out. Murfy is a cocksure dragonfly with a Cheshire Cat grin, who gives Rayman advice and teaches him new moves. Ly is a fairy that endows

him with new abilities, courtesy of the powerful silver lums (power-ups with wings) while the titchy Teensies crop up all over the place to point Rayman in the right direction. And these are just a few; the whole game is full of bonkers characters. It isn't often you see such characterisation but the developers have worked so hard it's like jumping through the telly into Disney's *Fantasia*.

While *Revolution* might be a reworking of *Rayman 2*, it's much more than just a rehash. The developers have really gone to town with the PS2 and made Sony's black box sing sweeter than Nancy Sinatra. Drawing on the influences of Sega's *Sonic Adventure*, Ubi Soft has implemented a different structure from its linear predecessors. Though the path through the main levels is still restricted, *Revolution* introduces three central maps which allow the player some freedom to explore. From here, Rayman can wander around, search out different levels, hidden areas and endless, endless secrets. This helps to break up

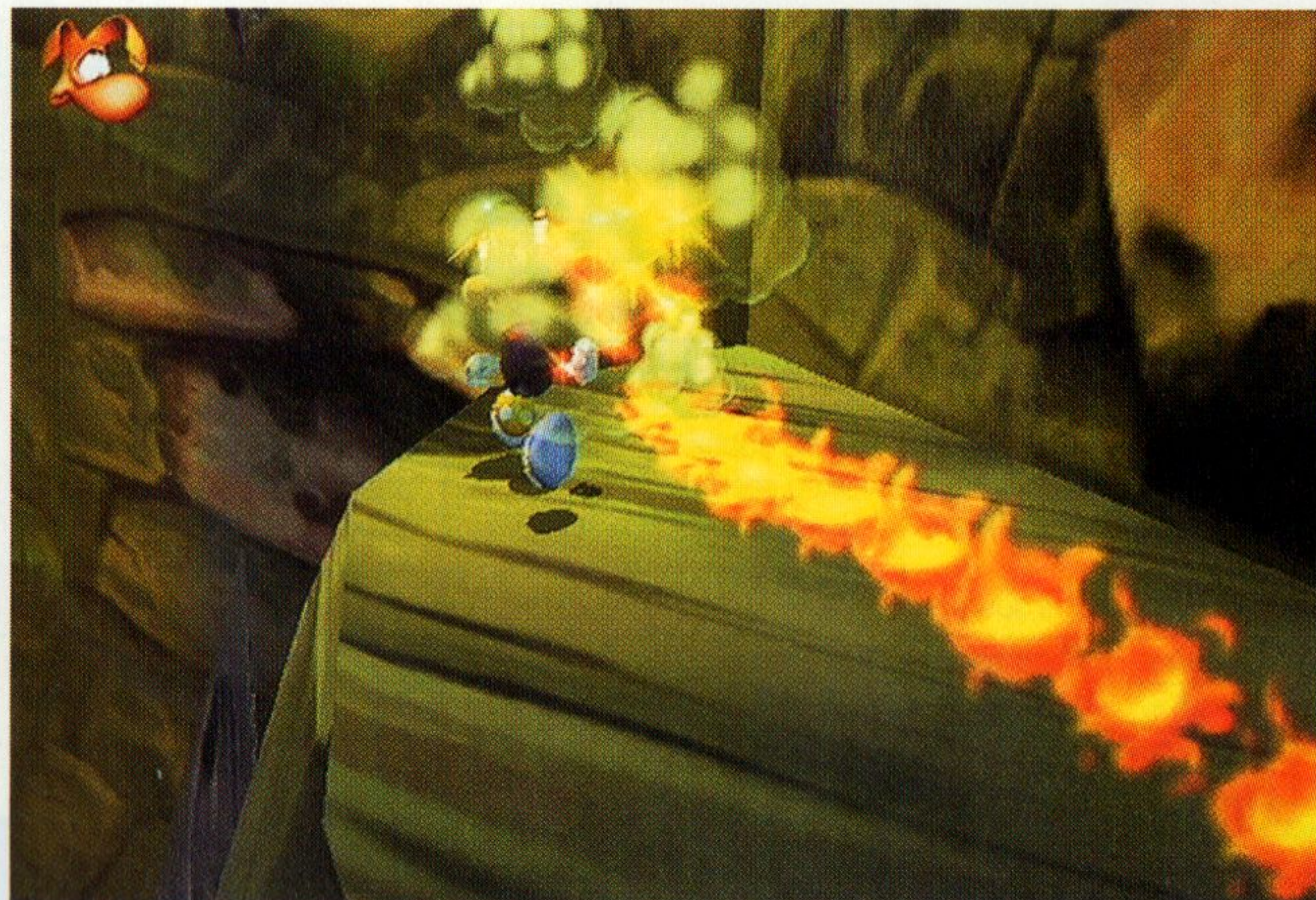
**//Beneath the cartoon exterior, you'll find a challenge harder than Anne Widdecombe//**

the traditional platformer gameplay of working from 'A' to 'B' and adds a new dimension to the fun. There are also definite RPG elements at work here and Ubi Soft should be praised for stirring such a complicated genre into the mix without losing Rayman's trademark accessibility.

This is most predominant in the form of character development. At an area called the Magic Pool, you can spend some of the energy you've accumulated from collecting lums on character upgrades of your choice. Each of these gives Rayman different attributes that can be used to explore previously inaccessible parts of the game, or just to give him extra power. The are even 'fun' upgrades, which give Rayman more comedy animations that are largely pointless but add to the appeal tenfold.

### HARDER THAN IT LOOKS

Level design is another deftly conceived aspect to the game, with the opportunity to swim through lakes, waterski through swamps, ride rockets across thorns, climb high up into the trees and float deep into crevasses as you go about saving the world. Deep inside the depths of a volcano, the levels are so well crafted you have to judge your timing when jumping from platforms in three dimensions. Lava cascades to either side of you,



The PS2's juicy graphics hardware is put to good use throughout *Revolution*. Check out the cool lighting in these shots. Sweet.



The pirate ship is a particularly challenging level and you'll need all Rayman's skills to make it through.



## BOSH THE BOSS!

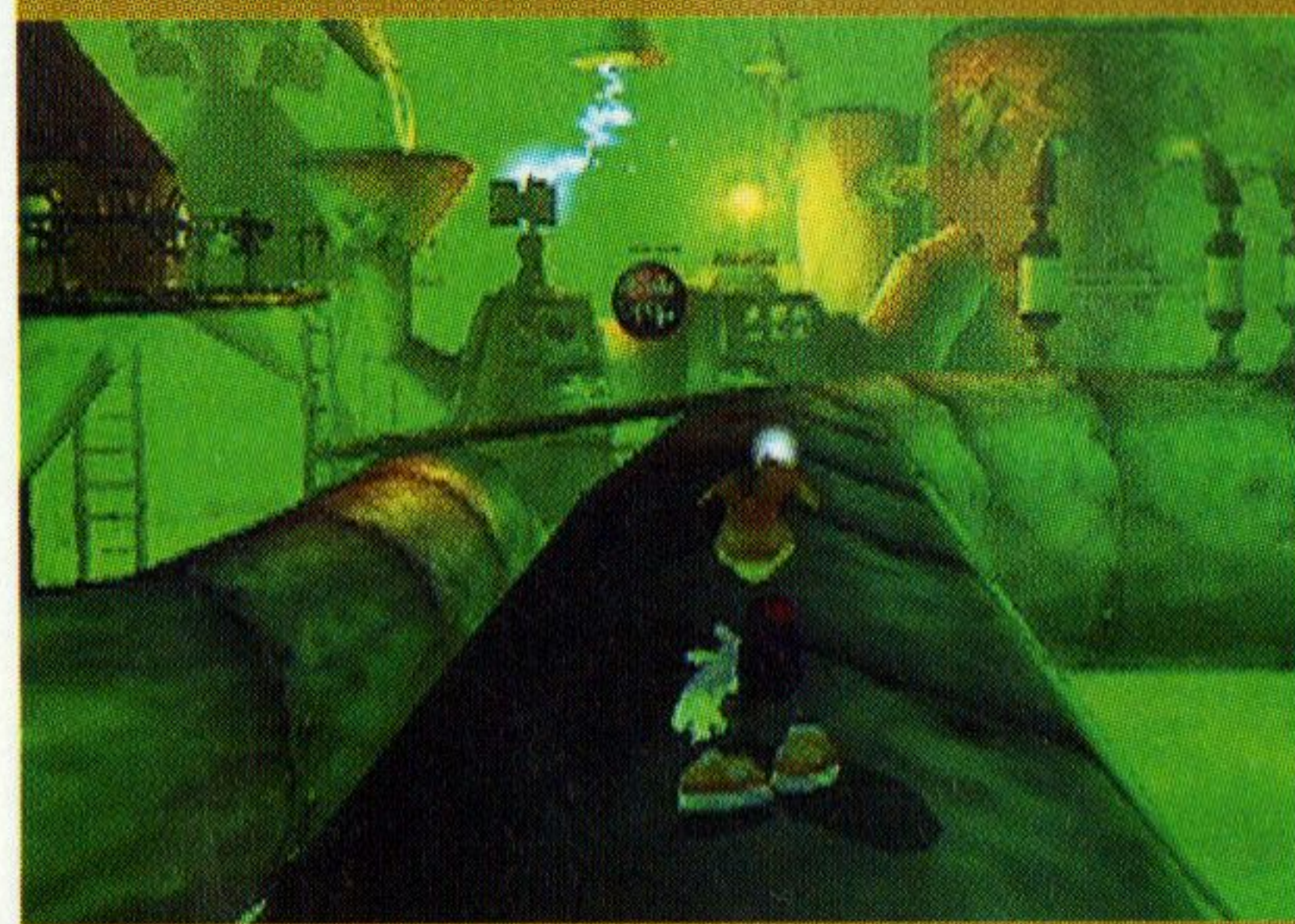
Rayman's going to have to use all his cunning to get past the bosses the game throws at him.



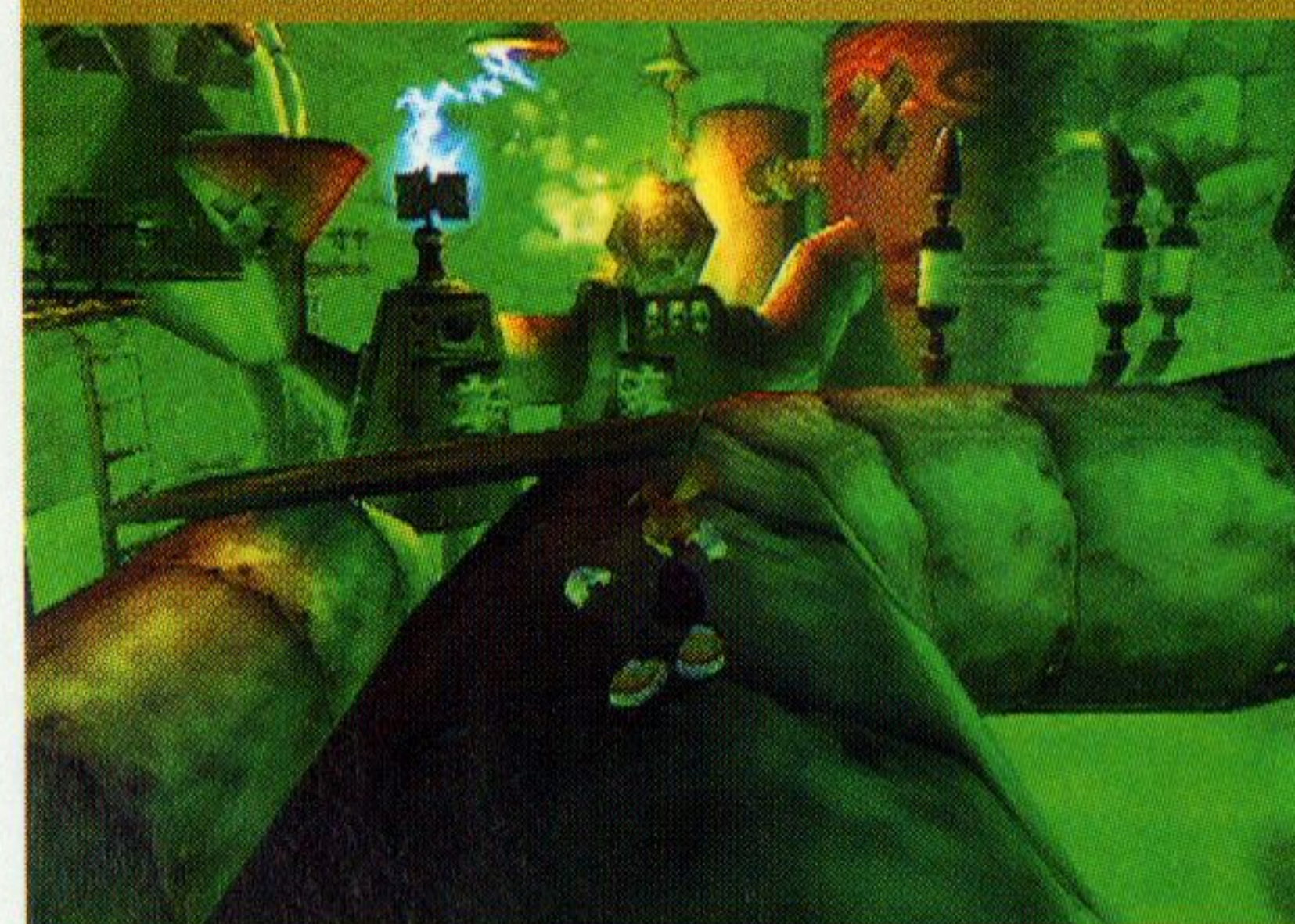
1. Pick up a barrel and carry it towards this huge machine that is keeping Ly trapped. Look out! Now the damn thing's hurling missiles at you.



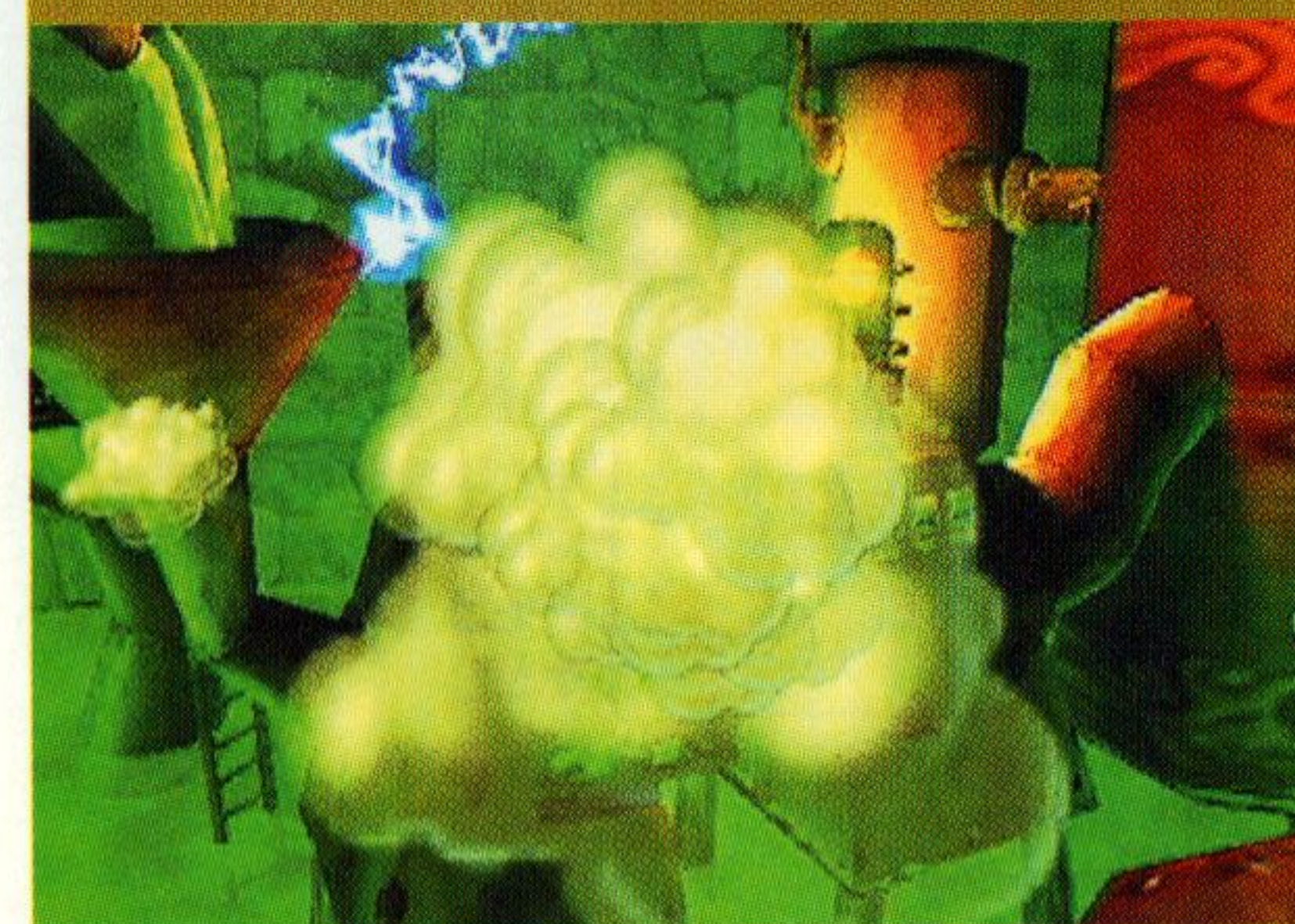
2. Stand still and chuck the barrel straight up in the air, freeing up your hands so you can take out the projectile. Mint.



3. Hurl one of your energy bursts and shoot the missile down. Be sharp about it or the barrel will squash you when it comes down.



4. Quickly leggit so that you're within reach, then lob the exploding barrel at one of the patched areas on the machine. Eat that!



5. Now repeat the procedure three times and the machine eventually proves to be no match for our disjointed hero.



"Fool! You think missiles are going to stop me? With my lack of legs and stuff?"

the platform above you rotates and only offers few footholds and the ground you're standing on is constantly revolving in the other direction trying to dump you in the scorching red snot below.

The graphics in *Revolution* are beautiful and the attention to detail is praiseworthy. Hundreds of butterflies fluttering upward when you dash past them, shafts of light breaking through the clouds as you swing through the treetops and CPU creatures going about their daily routines all add a fantastical flavour to the game.

The camera system is also well implemented apart from the occasional problem where you're too close to scenery and the camera is forced to position itself behind rocks or trees hampering your view. This would normally be a fatal flaw but because you can seize control of the cameras the problem is soon resolved. The controls are fluid too with a *Zelda*-style targeting system 'borrowed' to great success, especially when used against hordes of sword-swishing space pirates.

Add to this the fact that there are new levels and three thoroughly addictive four-player mini-games to unlock and Ubi Soft has come up with a winner. It's a fine example of its genre and engrossing to play. Even those that normally shy away from platformers should enjoy *Revolution* because it's just such damn fun to play. A worthy addition to the PS2 line-up and completely bedazzling. Magic indeed. □ Adrian Lawton

## RAYMAN REVOLUTION

### Why we'd buy it:

- How a 3D platformer should be made
- Will keep you busy for weeks.
- It's Rayman. Everyone loves Rayman

### Why we'd leave it:

- It's not particularly original
- If you've played *Rayman 2* you've already seen a lot of it
- It's bloody hard! May put off the impatient

*Revolution* is an engrossing experience, although not exactly original. New elements to the gameplay add longevity and make it well worth a look.

### Graphics

Cartoon lushness – simply stunning

09

### Sound

Suitably wacky and entertaining

07

### Gameplay

New aspects add value

08

### Life span

A serious challenge to all

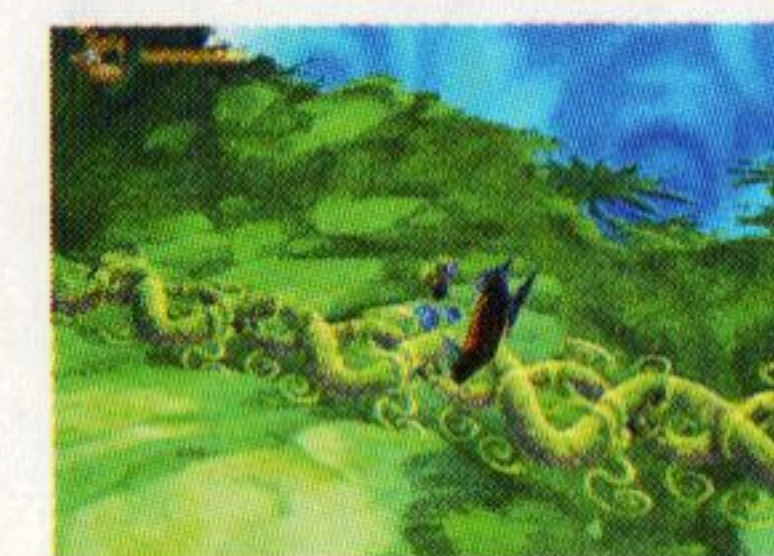
09

08

PS2 VERDICT

## BY HOOK OR BY CROOK...

Rayman's determined and stubborn. He'll find any way he can to grab them precious lums.



1. Piranha-infested water? No problem for Rayman. Hop on these vines and make your way safely.



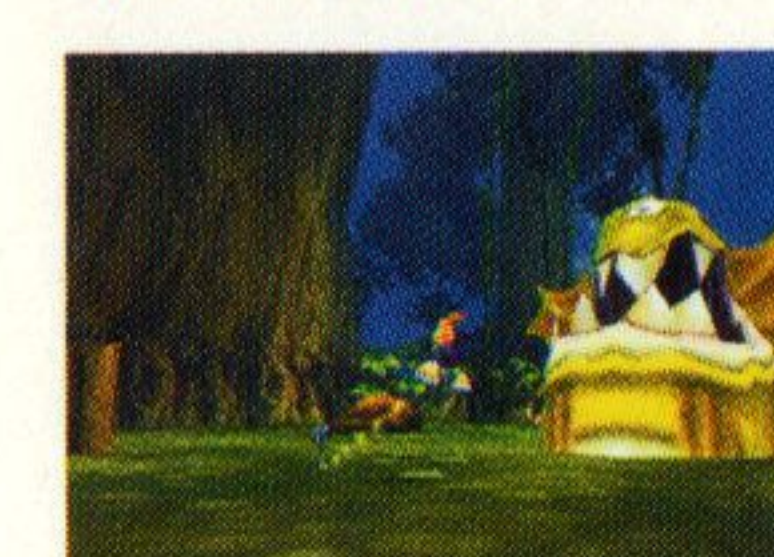
2. This rocket will help you over a thorny patch. First, you need to tame it by going round in circles.



3. Rayman's just as at home in the sea. Gobble those air bubbles and follow the whale to safety.



4. Thermal uplifts provide a way upward. Use his 'copter ears to move from one to the next.

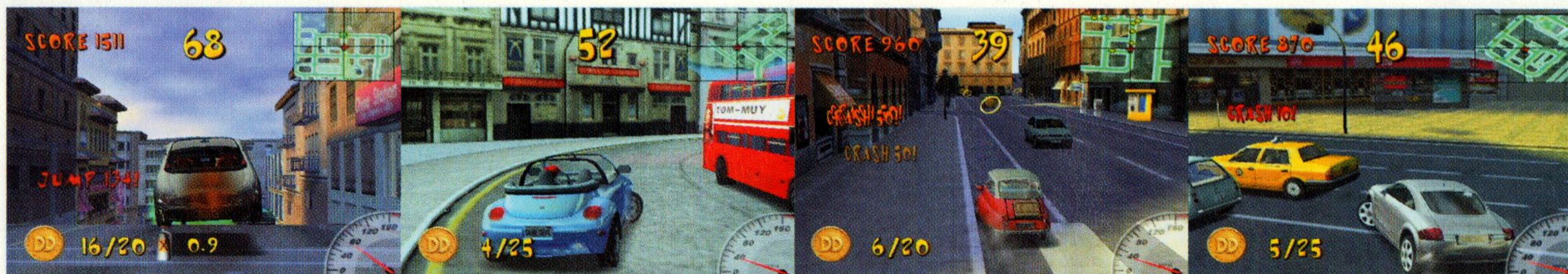


5. Even the swamp isn't going to stop him. Grab a lift with this snake and waterski to the other side.



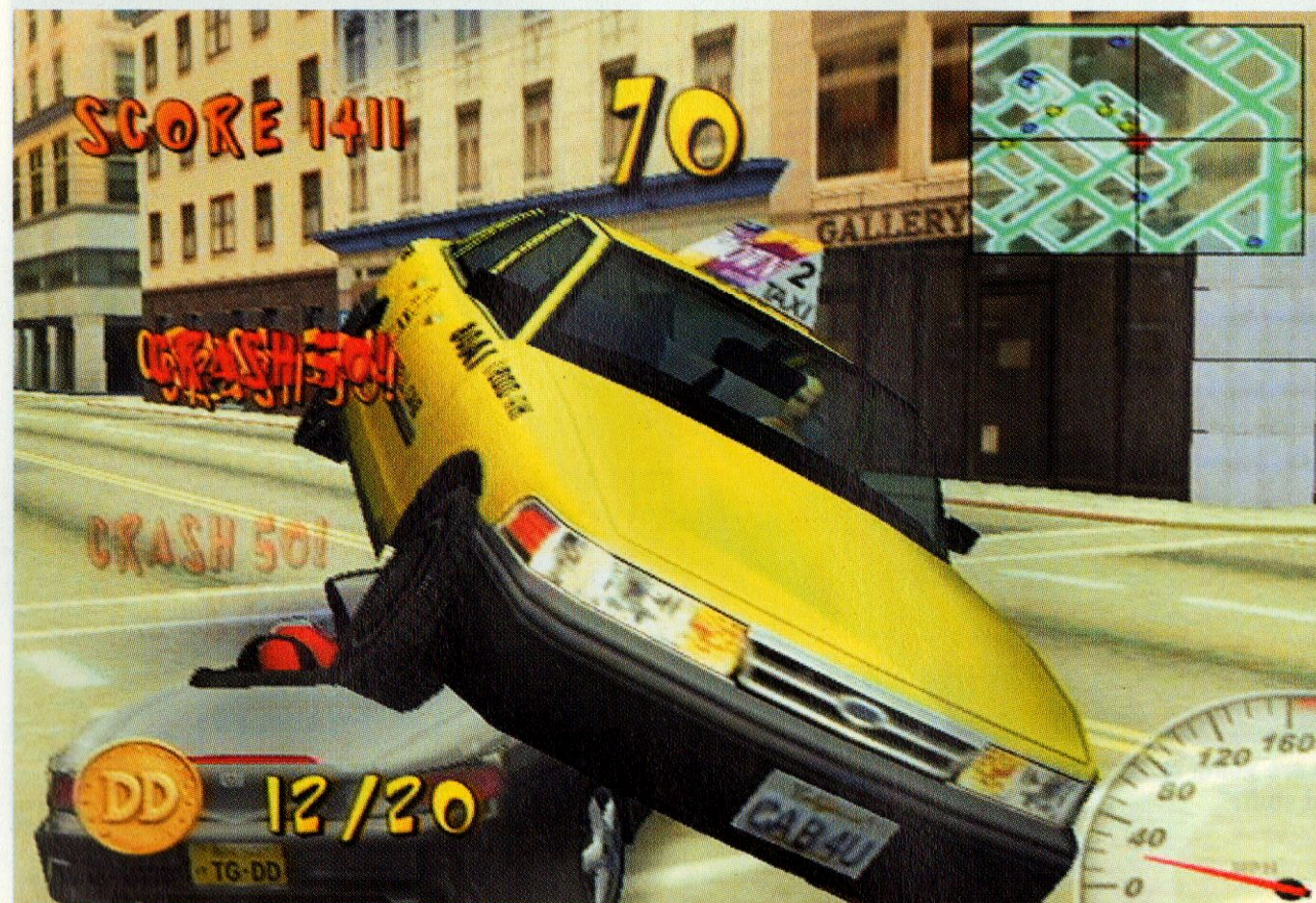
# REVIEW

## TG DARE DEVIL

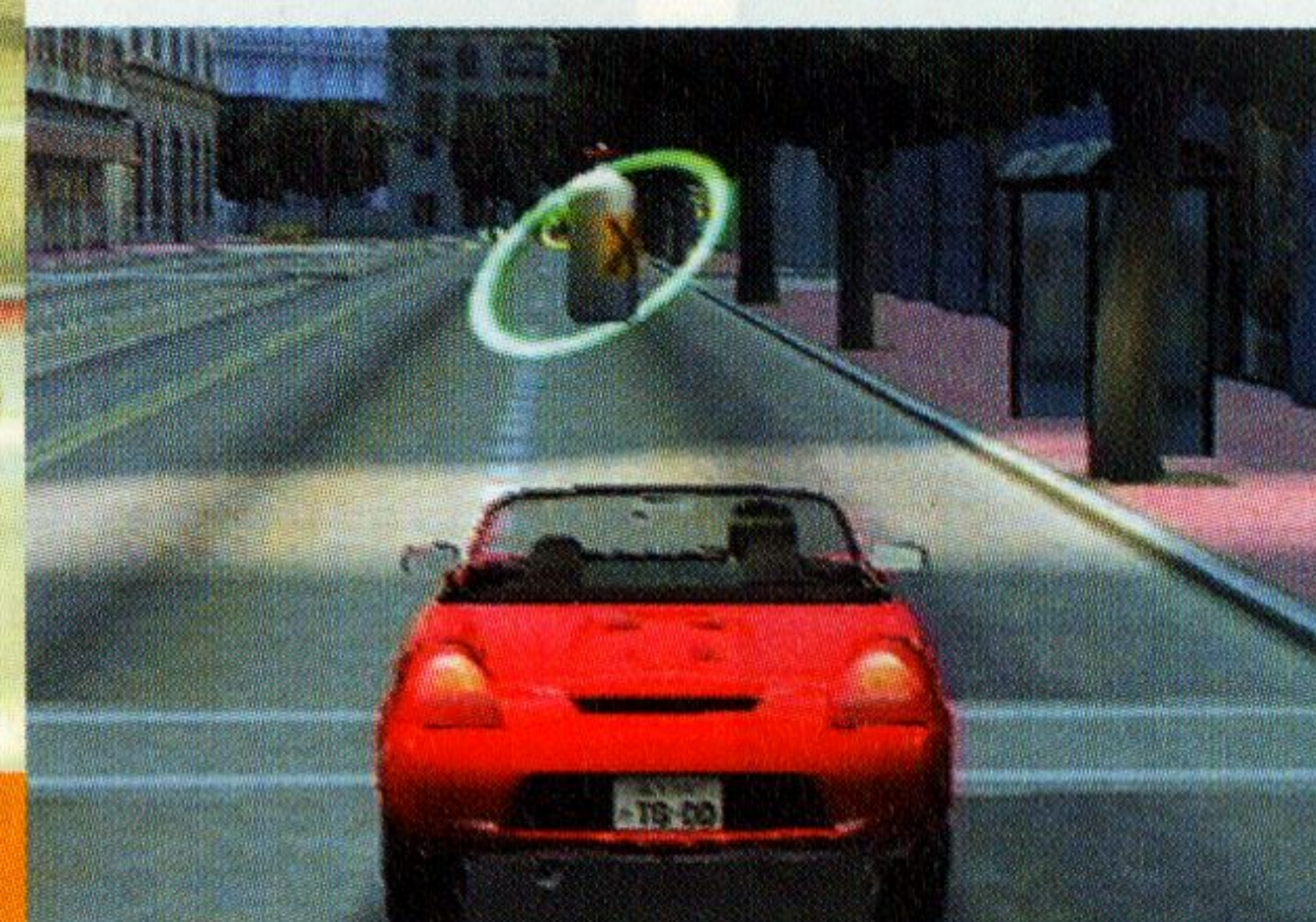


Every city faces the wrath of your four-seater family hatchback. Gasp.

When in Rome, climb into a bubble car and push seven mph. Gasp. Again.



Green mist is good, it means you've nearly completed the end of the level.



If you see a nitro then pick it up. You may need it when time is slipping away.

# TG DARE DEVIL

Race around the streets of Rome, London, Tokyo and San Francisco... And collect coins?

**Publisher:** Kemco  
**Developer:** Papaya Studios  
**Price:** £39.99  
**Players:** 1-2  
**Out:** Now  
**Web site:** [www.topgear.com](http://www.topgear.com)

### Back story

'TG' stands for Top Gear (but we're not supposed to tell you that) and Dare Devil is just the latest in a long line of Japan-only TG games. First appearing on the PSone, many of the TG games were largely overlooked by the mainstream games-buying public. Will a PS2 makeover change things?



When *Gran Turismo* burst onto the scene, revolutionising the racing genre with its incredible depth and peerless progression system, virtually every other circuit-based racer was made to seem a bit, well, pointless in comparison. The happy outcome of this was a race to do something refreshingly different with driving games. From the free-roaming mission structure of *Driver* to the fare-collecting madness of *Crazy Taxi*, there has been a welcome broadening of horizons when it comes to getting behind the wheel and flooring the accelerator.

Continuing this trend on PS2 is Papaya Studios' *TG Dare Devil*, where the objective is not to beat a bunch of cars to the finish line but to bomb around cities collecting coins. Sounds bizarre, but there is an explanation for it – kind of. As a member of the underground racing club, Dare Devil, you have to prove your mettle by picking up DD coins while motoring like Maureen from *Driving School* in a blindfold. Crashing, jumping and destroying scenery are all part of the DD Highway Code and rather than getting points knocked off your licence, you're actually rewarded for these life threatening antics. Result.

Driving with one eye on the road and one on the map displaying the coins, it's quite compelling stuff as you throw caution to the wind, crashing into any vehicle daft enough to get in your way and smashing through interactive scenery such as shops and bus stops in search of those precious coins. To stand any chance of completing the missions, it's absolutely vital to pick up the nitro boosts and time bonuses scattered around and,

initially at least, you'll be on the edge of your seat as the clock counts down and there's just one final coin to find before time runs out.

However, it's by the fifth or sixth mission that the game's flaws will become all too obvious. Objectives range from collecting 20 coins to collecting, erm, 25 coins and while this would make a decent bonus challenge, as the entire basis of the game there simply isn't enough variety to encourage extended play. To make matters worse, the actual gameplay is spoiled to a certain degree by shopping trolley handling and a wildly fluctuating frame rate that slows you to a mere crawl at some points.

Despite its problems, *TG Dare Devil* deserves praise for attempting something different and it would be churlish to dislike such a fun premise. But when the fun begins to wane after an hour or two, it's impossible to justify parting with 40 notes for this game, let alone 40 DD coins... □ Lee Hart

### TG DARE DEVIL

#### Why we'd buy it:

- Simple and appealing racing action
- Four big cities full of cars and interactive scenery to crash into

#### Why we'd leave it:

- Total lack of variety
- Cars have some serious handling problems
- Dodgy frame rate

A decent driving sim offering a welcome change from racing around tracks but its repetitive gameplay means the enjoyment is short-lived.

#### Graphics

Bright and vibrant but no *Gran Turismo*

#### Sound

Each city has a passable soundtrack

#### Gameplay

Fairly addictive coin-collecting fun

#### Life span

Over too quickly, little replay value

05

05

06

04

05

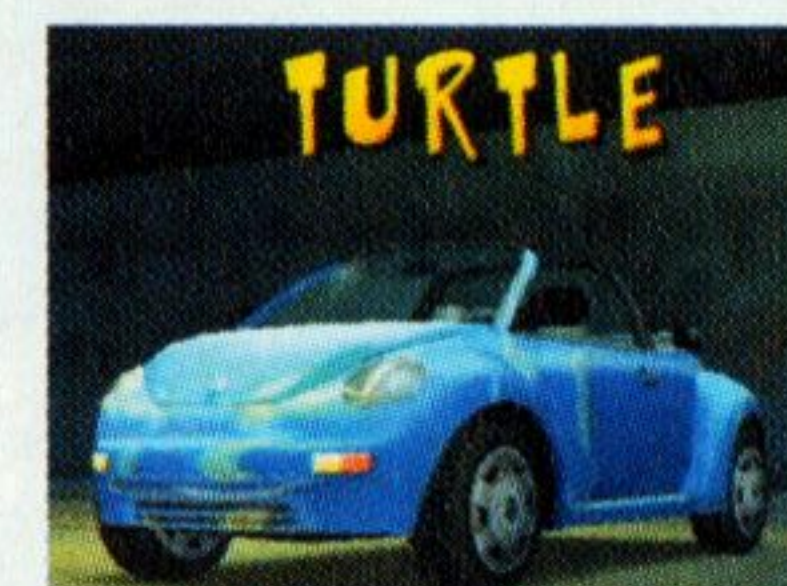
PS2 VERDICT

### THE MOTOR SHOW

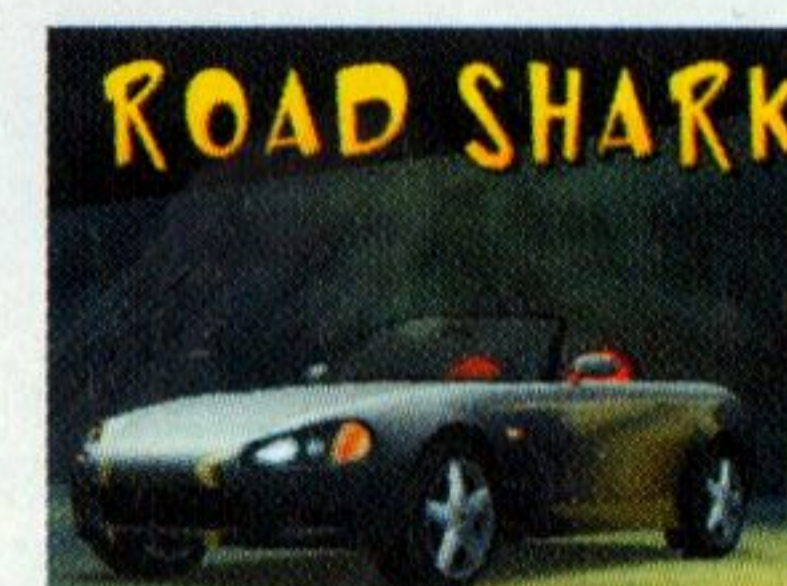
There are ten vehicles available in *TG Dare Devil* (plus a couple of bonus cars) split into three categories – Urban Mini cars, Street cars and Powerful cars. They're rated individually for speed, acceleration and handling. Here are three fun vehicles that really got our motor running.



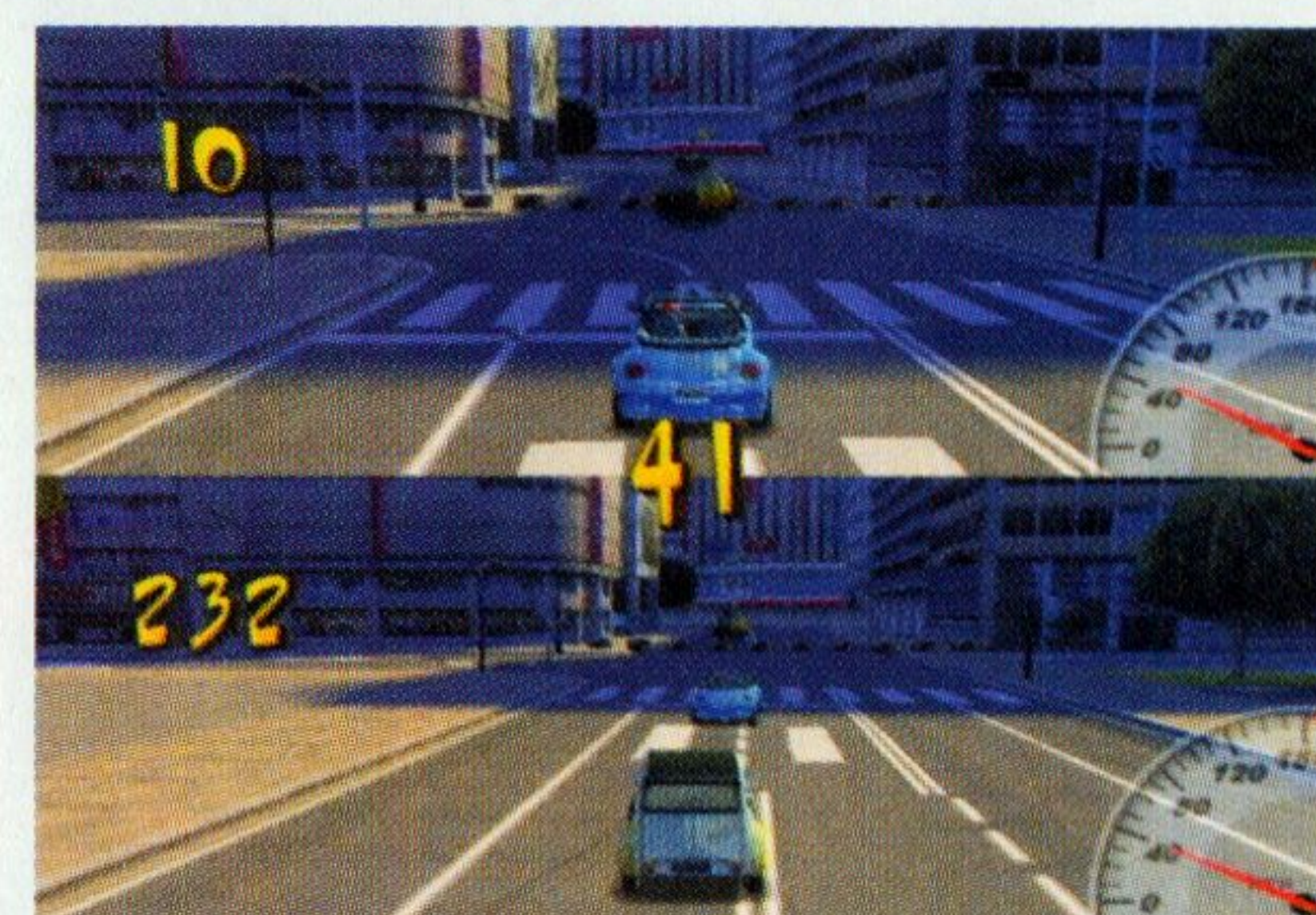
**P-Nut** (Urban Mini car)  
The classic Seventies' Mini Cooper as seen causing mischief around Rome in legendary caper movie, *The Italian Job*. It's speed and acceleration are nothing to write home about but this baby handles like a dream.



**The Turtle** (Street car)  
It's the son of Herbie, minus the famous 53 logo but in the latest model to come out of the VW shed. You've got the perfect excuse to go absolutely bananas, crashing around in this surprisingly nippy motor.



**Road Shark** (Powerful car)  
The Honda S2000, a familiar favourite of most driving games. This speed freak has a whole lot of muscle under its bonnet and is perfect for frantic, full throttle driving.



Play tag with your mates in deserted city streets. Ooh, how urban.





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# REVIEW

## DYNASTY WARRIORS 2



You can tell who the most important soldiers are in *Dynasty Warriors 2* – they're the ones sitting on horses, looking all moody like.

# DYNASTY WARRIORS 2

A slash-'em-up on a truly epic scale. See, history can be fun after all.

**Publisher:** Midas Interactive  
**Developer:** Koei  
**Price:** £39.99  
**Players:** 1  
**Out:** Now  
**Web site:** [www.midas-interactive.co.uk](http://www.midas-interactive.co.uk)

### Back story

Koei has been bringing history fans interpretations of the Chinese Three Kingdoms wars since the mid-Eighties. The PSone's *Dynasty Warriors* was released in 1997 and became the first to ditch the dull simulation theme for more frantic fighting fare. *Dynasty Warriors 2* is a combination of strategy and sword-slashing mayhem.



Students of ancient Chinese history, rejoice. *Dynasty Warriors 2* brings the staid Three Kingdoms period of 220-280AD to life, in all its sword-clashing, blood-letting, horse-galloping glory. And while it might not be the world's most accurate history lesson – we're not entirely convinced that warring generals had eye-searing spinning sword attacks to hand – it at least makes 3rd Century China a whole lot of fun.

*Dynasty Warriors 2*, like its PSone prequel, is essentially a beat-'em-up with whopping great swords. But where *Dynasty Warriors* happily grazed within the usual fighting game borders, its follow-up smashes through the fence and gallops off into the distance. Gone are one-on-one battles in 2D arenas, and in its place are one-kilometre square maps teeming with hundreds of swordsmen, of which around 40 can be laying into you at any one time. That's right – 40. PS2 sights don't come much more staggering than armies of nattily-dressed, impossibly-detailed Chinese men running, leaping, slashing and galloping around on horses.

Those soldiers aren't just polishing their swords waiting for you to show up. This is war. You're one of at least ten commanders from each kingdom, all independently ushering their troops into battles right across the map's mountains, plains, castles

and forests. So, while it's possible to cut a solitary swathe through to the final 'boss', you're much more likely to stumble upon violent clashes already well under way, or watch agog as an allied captain comes steaming in on horseback to join you in combat. This is the PS2's Emotion Engine living up to its name – ably recreating the feeling of being a Chinese general in the midst of a terrifying bloody conflict. [Are you sure, Mark? – Ed]

It's a disappointment then that the fighting itself is so limited. Despite their combined decades of battle experience, each of the 29 available generals knows fewer than ten moves. Okay, so the charge-up Musou attacks are never less than spectacular. The action freezes, the camera pans round, and an eye-goggling fiery spin sends at least 15 surrounding enemies to the grave. Generally though, the lack of interesting moves makes for tiresomely samey battles. There's the odd set-piece – damaging rocks tumbling from above, or a row of archers pestering you as you

fight against gale-force winds – but most fights involve repeatedly bashing a single button to see off the angry locals, before moving on. Hmmph.

That said, there is a need for tactical play in the game which you'll soon discover after wandering too far into enemy territory and being torn to bits – but most strategies are instantly foiled by niggly nuances. For starters, running to help fellow generals is hindered by your trusty warrior's painfully slow speed. Holding your ground to avoid distant armies is near-impossible thanks to the confusing map and errant camera, while the task of gathering forces to overwhelm future bosses isn't helped by allied generals preferring to stop to admire the scenery than come to your aid.

### SWORD POINTS

The kilometre-square maps are a mixed bag – barren and colourless for the most part, but truly beautiful when snow starts to fall or the sun begins to set. Their size, though impressive, makes for ridiculously long levels – smashing through troops for an hour-and-a-half isn't uncommon. This makes it tempting to ditch considered play, and instead slash and swipe your way through as quickly as possible.

When the difficulty reaches crucifying levels later, replaying earlier stages is the only way to

**//You won't find sword-clashing on such a gratifyingly large scale anywhere else//**



Every featured character is based on a real-life participant in China's Three Kingdoms wars.



Here's what happens if you scamper into enemy territory without any friends to help you.



## WAY OF THE WARRIOR

Each of *Dynasty Warriors 2*'s levels follow a fairly fixed template. Typical attacks work a little like this...



1. Red splodges on the map in the top right of the screen show a batch of hostile warriors. Another General will be after them too, so get stuck in early.



2. The faster you 'lay the smack down', the quicker your Musou bar rises. Let fly with the devastating 'move to see off at least 15 baddies.



3. The enemy troops constantly pour in through a perimeter gate – which is why tracking down the Gatekeeper and cutting him open is a wise move.



4. With the Gatekeeper off through the pearly gates, the first of the hostile generals won't be too far away. He's tougher than the rest, and surrounded by cronies.



5. The cheating generals recharge their batteries with power-ups. Pray that an allied commander makes a spectacular, tide-turning entrance like this.



6. The death of the enemy general heralds the opening of a fortress gate. Beyond, a fresh batch of troops, Gatekeepers and generals to deal with.

## I COULD KILL A MAN

It's so easy to grow weary of all the bloodshed – unless you experiment with fresh methods.



### 1. Slice

The standard sword-slash, available on @.

### 2. Leap

Jump and swipe for a guaranteed knockout.

### 3. Charge

Firey fists take time to execute, but they hurt.

### 4. Special

Kill 15 enemies and you get a fancy light show.

### 5. Horse (i)

Gallop straight over an enemy's skull. Mmm.



### 6. Horse (ii)

Cut swathes through crowds with your blade.

### 7. Lock

Hammer at @ + @ to win this deadlock.

### 8. Archery

@ flips into a curious first-person arrow mode.

### 9. Fall

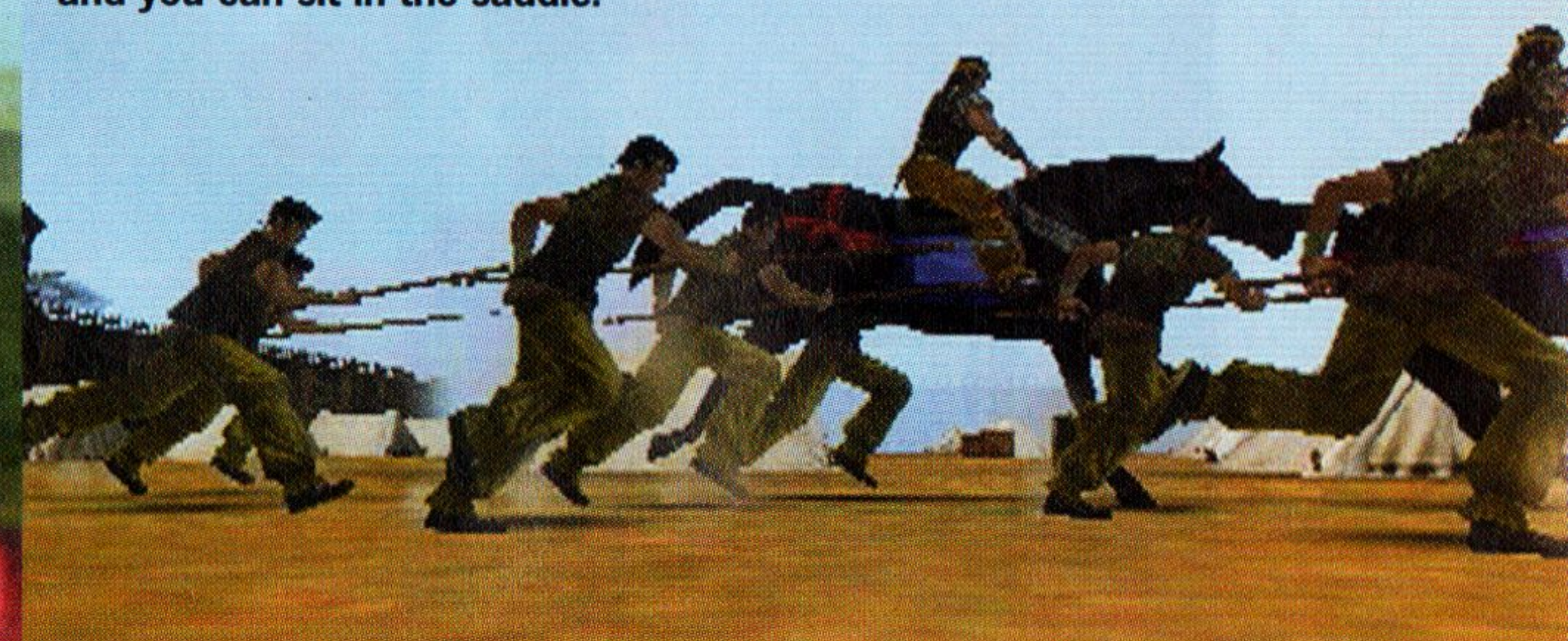
Surprise your foes with an attack from above.

### 10. Leave it

Your bodyguards can take care of it. Hopefully.



Knock those fellas off their horses and you can sit in the saddle.



make your character strong enough to survive. This means hours more stabbing and lunging, with only the horse-riding and first-person archery breaking up the repetitive sword-swinging.

Fortunately save points scattered across the levels mean that you can enjoy 15 minutes of bashing and slashing then switch off before you start to get too bored. Even so, you'll probably tire of the game well before you unlock all the bonus generals. However, if you do stick with it there's the chance to play as the enemy later on. More importantly, you won't find sword-clashing on such a gratifyingly large scale anywhere else, or battles quite as good-looking as the multicoloured get-up of ancient Chinese warriors allow. The hilarious Eighties euro-rock soundtrack, too, has to be heard to be believed. Well, maybe not.

*Dynasty Warriors 2* certainly won't be everyone's cup of Oolong tea, and its repetitive nature harks back to simpler days when easy-to-please gamers didn't ask for too much in the way of variation from their beat-'em-ups. But it's an enjoyable romp through the bloody battles of 3rd Century China all the same, and the perfect disc to have to hand when friends fancy witnessing the power of PS2. **Mark Green**

## DYNASTY WARRIORS 2

### Why we'd buy it:

- Epic battles with hundreds of enemies
- Lasting challenge
- Amazing to look at
- Clever marriage of action and strategy

### Why we'd leave it:

- Becomes hugely repetitive after a time
- Ridiculously time-consuming levels
- Questionable AI at times

Gorgeous swordplay on a truly epic scale. But size isn't everything, and the endless swiping will gall before long.

Graphics	Tons on screen, all of it gorgeous	08
Sound	Spine-tinglingly authentic war cries	08
Gameplay	Meaty swordplay, but repetitive	07
Life span	Actually too long for its own good	06

07

PS2 VERDICT

## PHONY WAR

Based on a semi-fictional account of real wars it may be, but *Dynasty Warriors 2* doesn't always stick to the facts.



1. At Guan Du, Yuan Shou launched a terrible attack on Cao Cao's forces. Much blood was spilt. **TRUE**



2. Commanders loitered in barren areas, cackling menacingly when an enemy approached. **MAYBE**



3. Rebel leader Zhang Bao summoned the powers of the North Wind to hinder his enemy's progress. **FALSE**



4. Zhang Liang, a 'Yellow Turban' rebel, chucked boulders off a mountain while giggling like a maniac. **VERY FALSE**





Putting two groups of heavily armoured hard men in an arena together is a recipe for trouble. Or fun.

# NHL 2001

Men, sticks, ice, boots with blades on... Ice hockey hits the PS2.

**Publisher:** EA  
**Developer:** EA Sports  
**Price:** £39.99  
**Players:** 1-2  
**Out:** Now  
**Web site:**  
[www.easports.com](http://www.easports.com)

### Back story

First, the human race emerged dripping from the primordial swamp. Then multinational games-corporation Electronic Arts appeared and started to try and sell them computerised versions of their favourite sports in yearly updated form. And they were all pretty much the top of their fields (excepting ISS beating FIFA in football).



Iconic images that really capture the sheer joy of playing a videogame, have been noticeably absent in films, books and songs. While the frankly lazy image of a social reject hiding from the burning sunlight in his bedroom, bashing away at some nerdy RPG or hacking into NASA appears sporadically (remember Eighties monstrosity *WarGames*?) we rarely see a brighter picture.

Luckily, there's one exception. Putting aside the Gonzo-journalist hero of Iain Banks' serial-killer tome *Complicity*, the finest, truest and funniest has to be that presented in bloke-manifesto Yank Indie-flick, *Swingers*. In one of the best scenes, the characters bond with previously mortal enemies (tattooed *House of Pain*-like gangbangers) by lazing around a flat, drinking booze and playing *NHL* on a dusty old MegaDrive. This heroically dumb pre/post-pub entertainment is precisely the appeal of *NHL 2001* – the streamlined evolutionary successor to the *Swingers*' characters' more primitive experience.

Because, make no mistake, Electronic Arts' programmers have been lusting after the appearance of the PS2 to push their franchises to the next level. Rather than the completely clean slate approach of other developers, theirs has always been a process of distillation, minor experimentation and inching towards perfection.

This has meant that even though each new version on lesser systems has been an improvement, they've always been more than a little similar. To make a real difference, they needed power. Now they have the PS2. Now they have enough power to control an Aircraft carrier. Suffice to say, it's made a bit of a difference.

### NICE ICE BABY

This is clearly the most impressive ice hockey game since the *NHL* series' inception – it's even more impressive than the first leap into 'proper' three-dimensional graphics which accompanied the 1995 release of the PSone. Initially, the most becoming aspect has to be the apotheosis of the whole 'You are playing a TV show' ethos that runs through all EA Sports' games. From the commentary, to the movement, to the players, to the bickering of the refs, to the cheering of the crowds, to the cheesy twinkle of the pipe-organ, and the expensive news show links between shots and back again, everything just interconnects in an impressively authentic whole. Expect real television ice hockey watching to plummet post-release.

In fact, it's even better than an authentic experience. In real life you need to get a camera somewhere to get a picture. In its videogame format, *NHL 2001* can place its cameras wherever it chooses, meaning that all manner of *Matrix*-style

### REPLAY DISMAY

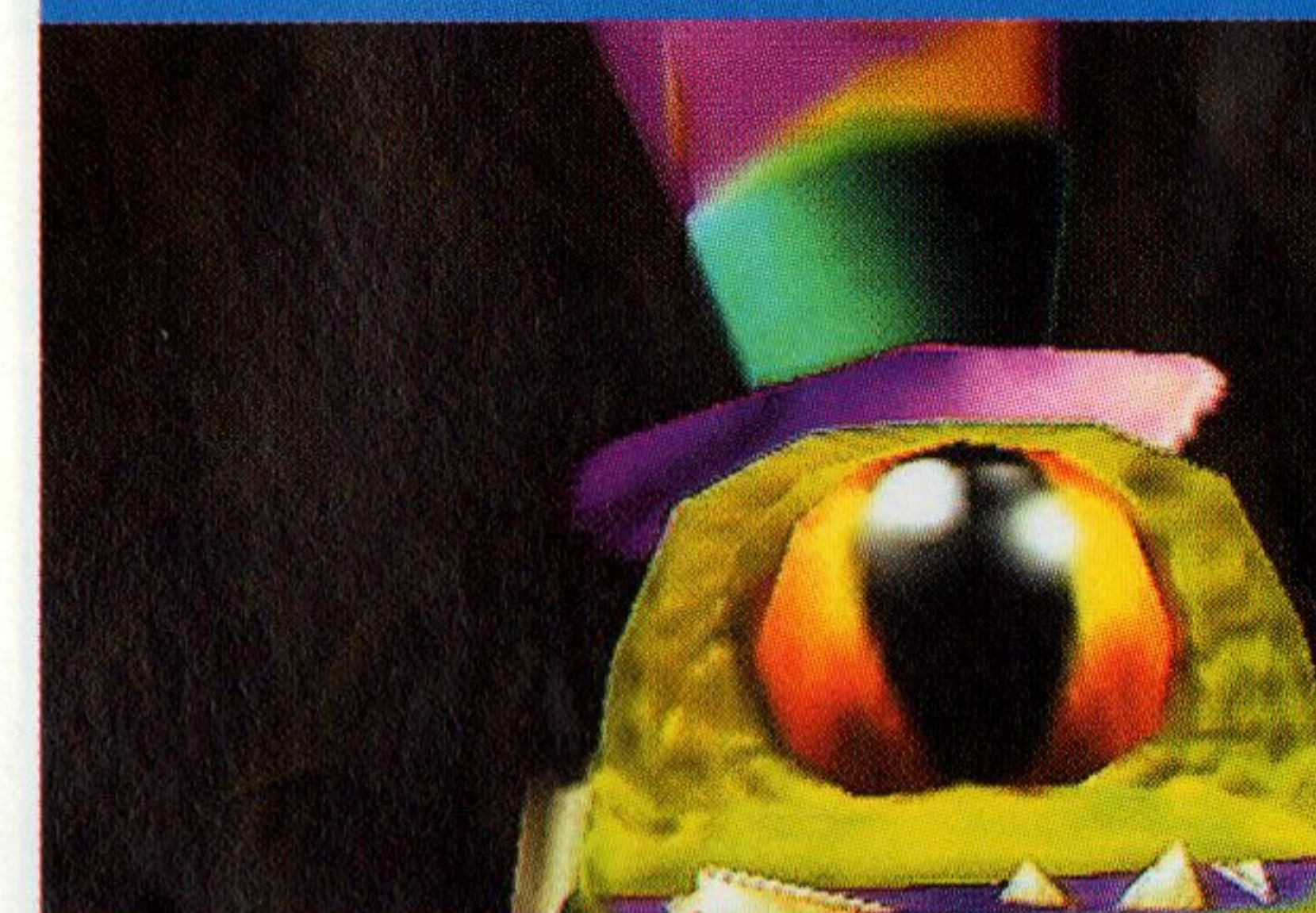
Despite the attempts to add single-player options, sports games are all about facing off against a human opponent and then proceeding to beat them... Then using the replay option to rub in the sheer scale of their error.



1. Start with a nice long shot, showing the enormity of their error.



2. Now zoom in to show the lovely puck-item which lead to their doom.



3. Finally, spin the camera in taunting circles around the player while chanting nursery rhymes.



Ice hockey proves to be one of the sports most suitable for a gaming incarnation – equal parts grace to raw aggression.





## FIGHT CLUB

The first rule of this particular Fight Club is to push their teeth into their lower intestines.

### A. This is your fist

The aim here is to apply it to 'B'.

### B. This is your opponent's head

Punch it repeatedly to induce nausea and bruising.

### C. This is your opponent's fist

It punches you repeatedly in an attempt to induce nausea.

### D. This is your opponent's name

Gentlemen are always on first name terms with their foes.

### E. This is an energy bar

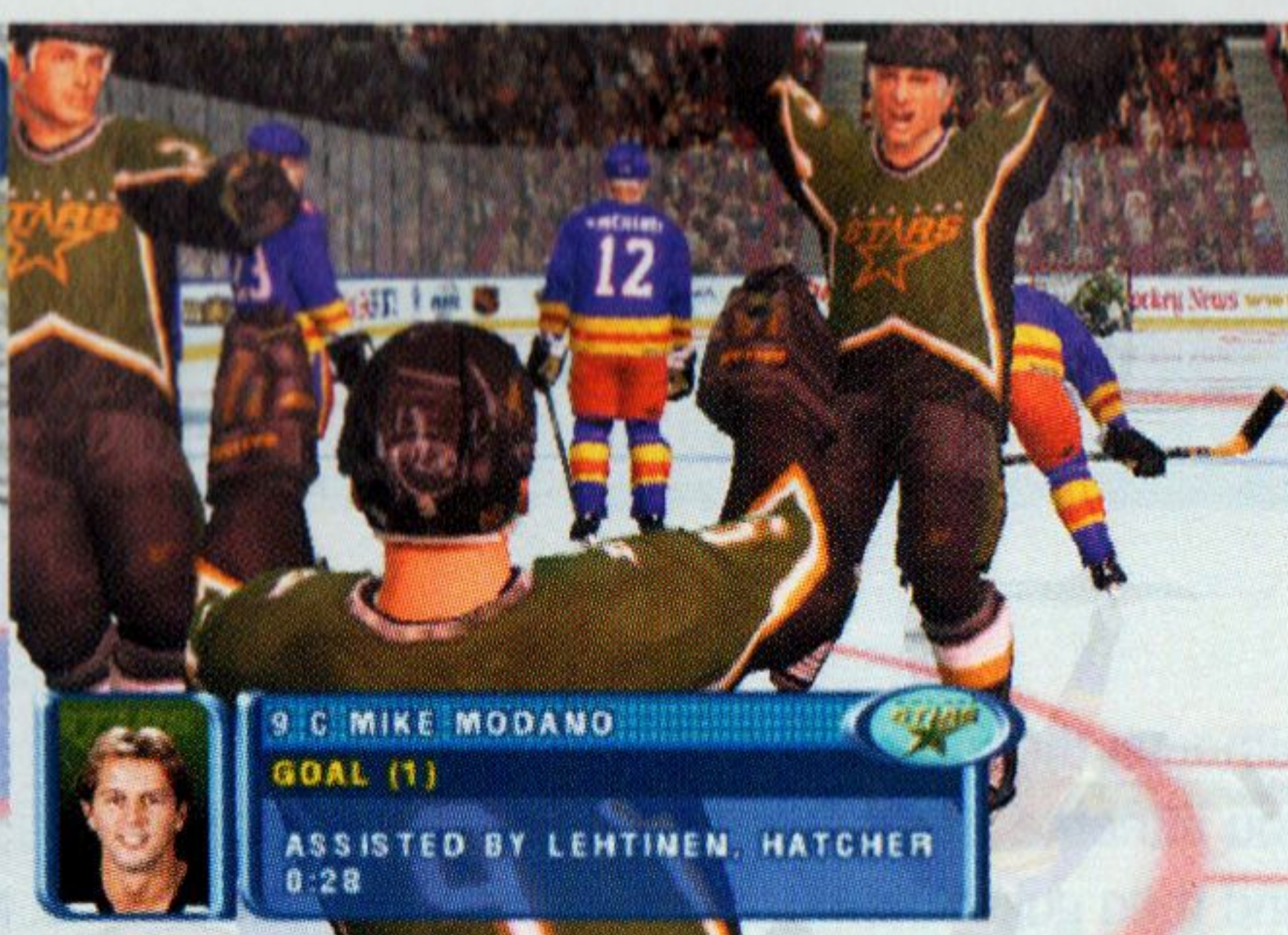
In true beat-'em-up style, repeated blows reduce this to zero, thus inducing unconsciousness.

### F. This is a momentum meter

Doing well in the game? Then this will be high and you'll punch hard.



"Please, God, don't let him hit me in the face again. I have a fondness for my teeth."



Next generation engine goal-celebrations in full-effect. It'll bring a smile to your chops too.

slow motion rotation shots can be summoned to impress in the replay. It's ideal for torturing your friends by repeatedly playing their most humiliating moment to them. Cruelty is fun.

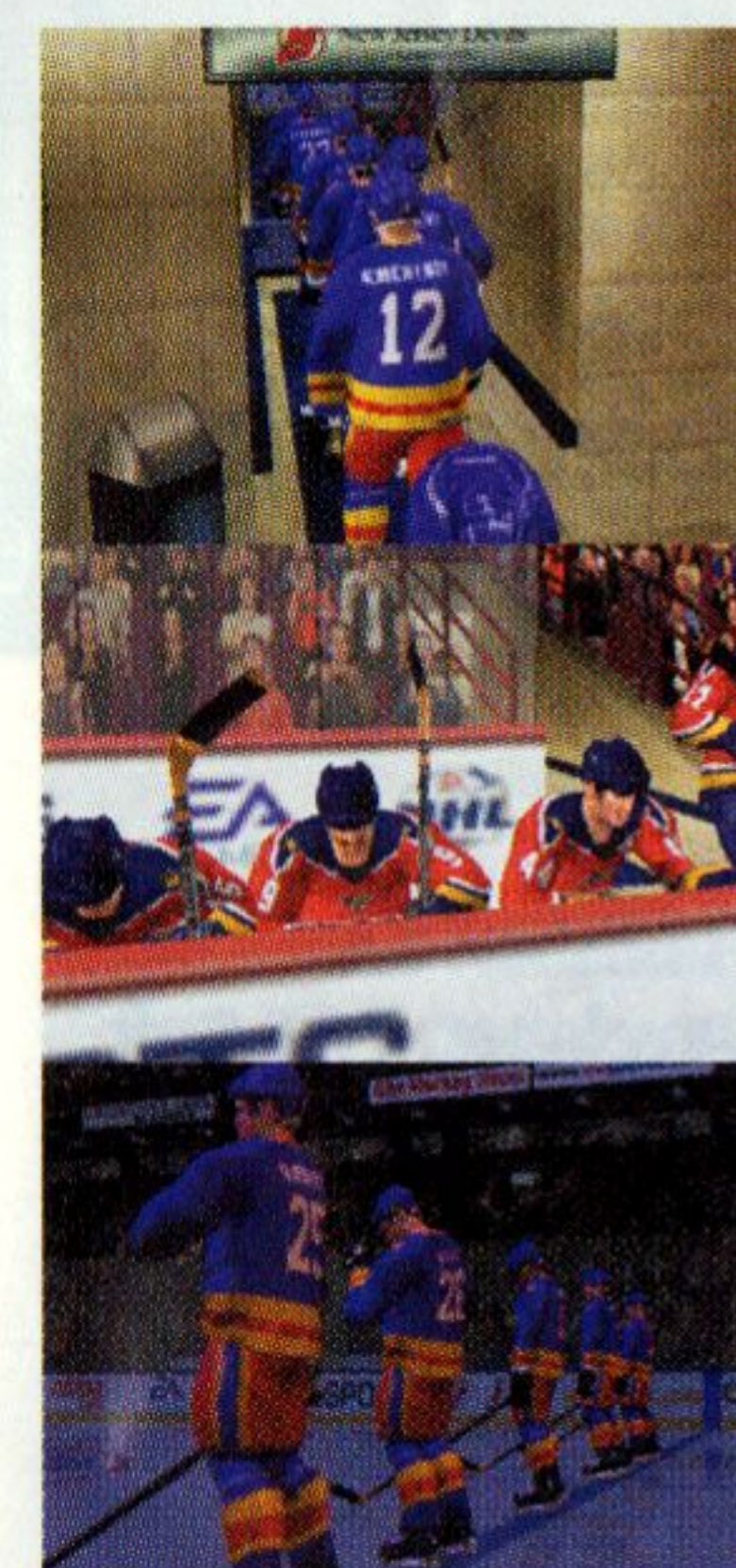
The graphics are all – to avoid going too far into the superlative box – magnificent. Each figure's motion has been mapped from a living person, meaning they move with perfect fluidity and a shocking attention to detail. Seeing goalies warm up, stretching their tendons or the refs gesturing penalties to obviously disbelieving and outraged players is a wonder to behold. Minor details, like the reflective plastics which make up each of the team's visors and the coloured lighting around the goal-mouth, reward the attentive watcher and add to the ambience. This is supported by sterling commentary work, the PS2's humble routines offering more helpful and coherent analysis of the match than many of their human counterparts manage.

In terms of control, it's much the same mixture of fluidity and brutality as ever. Moves varying from delicate and accurate passing to increasingly evil fouls are available. By turning the referee's attention right down you can create rucks that would appear more familiar in saw-dust floored drinking establishments than what's theoretically a sporting arena. In fact, the variety of options

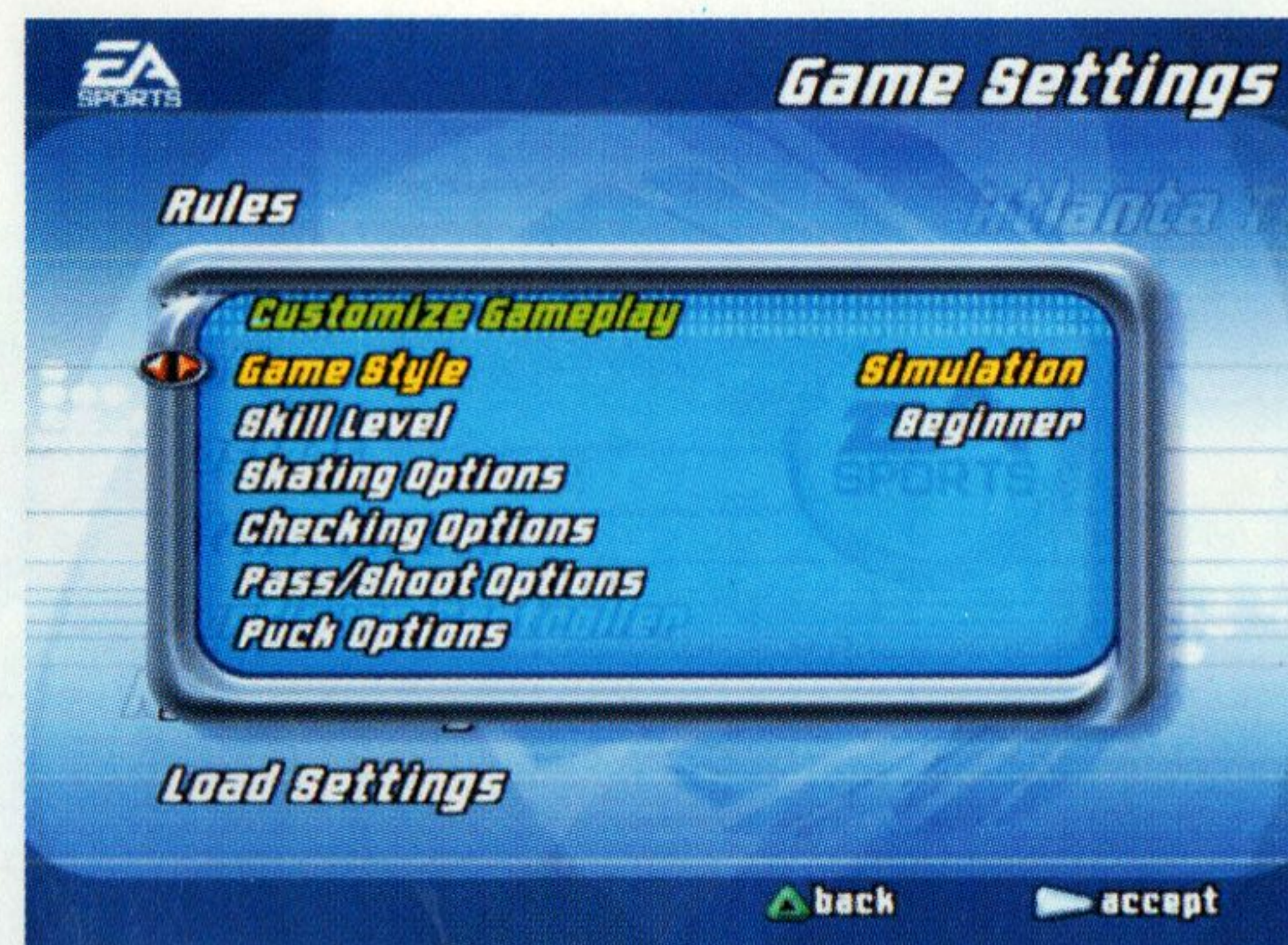
## // Moves vary from delicate and accurate to increasingly evil //

available is among NHL 2001's most commendable aspects. Every feature in the game can be changed to your own particular preference. From general arcade or simulation settings, to a selection of individual outfits, to whether individual rules such as icing or off-side are included, all are capable of modification. Its refusal to patronise gamers by deciding what's best for them deserves a general standing ovation. While there's Extended Season, Play-off and Tournament options for the single-player, it's inevitable that much of the kicks will be provided – as in *Swingers* – by playing against another equally aggressive human being.

Complaints? Well, perhaps the loading time to get into each game is a little too protracted. A function that introduced the player to the interface in a more subtle way than throwing them into the deep end would also have been useful for first-time players. Perhaps you might have hoped for a revolution in the actual gameplay to match the aesthetic excesses. But none of this is enough to stop NHL 2001 from taking the transparent, blood-red glistening crown of Best Ice Hockey Game In The World Ever. ☐ Kieron Gillen



From the firework exploding walk-ons to the dejected losing team trudging off the ice, NHL 2001 excels.



As with most EA games, options abound. The choice of simulation or arcade style is the most profound though.

## NHL 2001

### Why we'd buy it:

- A half-decade genre leap
- Interactive (sports) Television

### Why we'd leave it:

- Cutting edge software but old-style game?
- No friends for multiplayer
- You just don't like ice hockey

Certainly the most important ice hockey game for at least five years. So damn hot, you half-expect the ice to steam.

Graphics	A Televisual orgy of sensation	09
Sound	Fluid commentary and rippling crowds	08
Gameplay	Tried and tested EA magic	08
Life span	Friends required for extended joy	07

08

PS2 VERDICT



# REVIEW

## SWING AWAY GOLF



The grid is your friend, the grid tells you where to putt.

# SWING AWAY GOLF

Like golf? Like boredom? Well now you can experience both in full 128 bit glory.

**Publisher:** EA  
**Developer:** T&E Soft  
**Price:** £39.99 TBC  
**Players:** 1-4  
**Out:** Now  
**Web site:**  
[www.ea.com](http://www.ea.com)

### Back story

Before coming to the PS2, *Swing Away Golf* enjoyed two incarnations under the monicker of *Everybody's Golf* on PSone. But has a change of name come about from embarrassment of a poorly put together game? The series is massive in Japan – but then so were *Shampoo*.



*Swing Away Golf*? Not the obvious choice of game for a console that's so good at fast-paced polygon action, maybe. But, hey, golf's often labelled as a thinking person's sport and we all need a mental workout once in a while. However, the public opinion on golf is divided into two entirely different schools of thought.

One. You hate golf. You hate it because of its deathly pace. You hate it because it places emphasis on the individual, not the team. You hate it because it promotes understated celebration and lacks raw terrace-led euphoria. You hate it because it's exclusive, and it excels at excluding. You hate it because it keeps kicking *Buffy* off BBC2's schedule. You hate golf.

Two. You love golf. You love it because it personifies Britain, proud, reserved, green and pleasant. You love it because it gives rise to moments of acute drama with every round. You love it because it's a blend of skill and strength, accuracy and aggression. You love it because of Colin Montgomerie's natty trousers and the way Tiger Woods tips his cap. You love golf.

These two completely opposite arguments are absolutely polarised, yet *Swing Away Golf* does the impossible. In one perfectly timed swing of its digital nine iron, it brings them together. It doesn't matter if you love golf or hate golf: *Swing Away Golf* isn't very good at all.

First impressions are sound enough. Structurally, the game is fine. There's a decent range of options, including the now-standard play a quick round or compete against a friend modes.

Although the main focus is on Story mode where you attribute skill points to your chosen character and then guide them through a gotta-win-'em-all trophy-based Career mode. This whole scenario is interspersed with brief moments of odd character interaction, a bit like the dialogue from a beat-'em-up: "Fool. I will beat you. I am the best." – "No you will not, fool. I am truly the best." The poor Japlish translation can be amusing, but you'll soon find yourself hoping both characters end up bruised, floored and dazed because they become so brain-numbingly irritating.

### CAUSTIC CATCHPHRASES

All the characters and caddies who populate *Swing Away Golf*'s insular, middle-class world are evil. Not just a little grating, not just annoying; they're pure, unadulterated evil. And that's not in a good way. Where something like *SSX* takes videogame stereotypes and magnifies them to an enjoyable effect, *SAG* produces unplayable monsters from a few lines of code. Seriously, they're that bad – and you'll have to pick one of them to play as. Sure, it's hilarious for the first five minutes – "Oh no, that's terrible," you'll giggle on every pointless platitude. Half an hour later, on the twentieth repetition of your character's stock

**//Oddly, despite all the game's downfalls, as a two-player game it's almost passable//**

phrase, you'll be on the point of turning the sound off. Keep playing and there's every chance your ears will actually start to bleed.

Don't worry, though, because you can always nip down to the local hospital while your computer opponent takes their shot. Loading times are appalling – far slower than when the game was released in Japan as *Golf Paradise*, and pointing to a poor PAL conversion. Sit and watch for a moment. Look. It's loading up the sequence where the CPU ponders their shot. It's loading up the animation where it takes it. It's loading up a different camera angle to watch the ball move. It's loading up a celebration/misery routine for the computer, with some irritating vocals to match. It does this for every shot the computer takes. Take note: if you buy this game, you will spend a lot of your free time watching your brand new PS2 play golf. Watching. Not playing. Watching. Fun? No. And

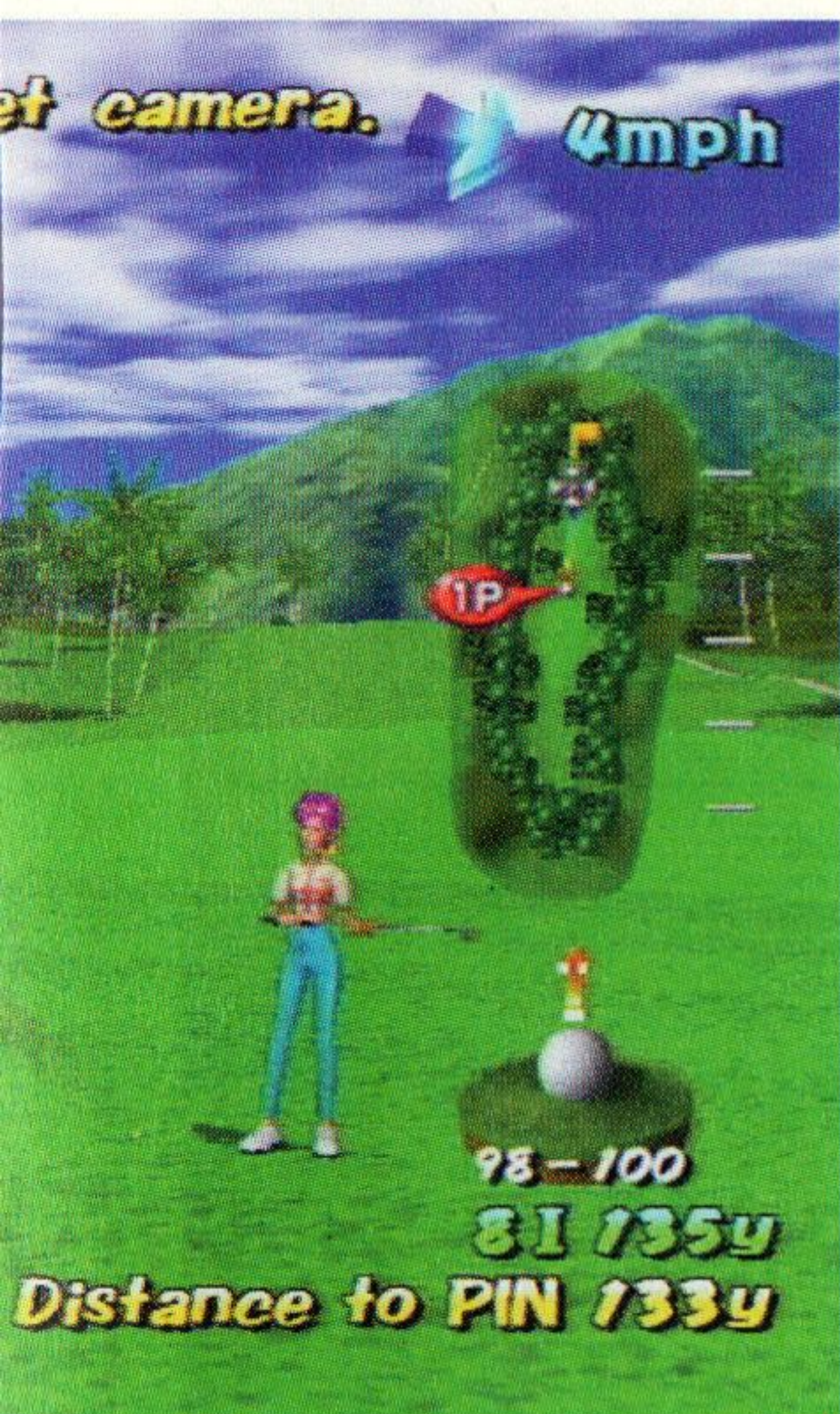
Score Card													L1 R2 Switch Display	
HOLE	1	2	3	4	5	6	7	8	9	OUT				
PAR	4	4	3	3	4	3	3	4	4	36				
Joe	3	4	2	4	3	3	3	4	3	31				
Billy	4	4	3	3	3	7	2	4	4	36				
10	11	12	13	14	15	16	17	18	IN	TOTAL				
3	3	4	4	5	4	4	3	3	36	72				
4	3	3	4	4	3	4	3	3	31	62(-10)				
4	2	4	3	4	4	3	3	4	36	72(-20)				

The scorecard tracks your progress, highlighting birdies, bogeys and (maybe) eagles.





The fat man sings when he's winning.



An in-game shop lets you buy better tassels for your shoes.



## STAYING ON COURSE

Aside from irritating you and loading, there are moments in *Swing Away Golf* when – gasp – it lets you actually play. Here's how to tee off.



**Step 1.** Use the predicted trajectory to line up a curving shot down the fairway. Hook and draw shots are possible with adjustments using the **[L]** and **[R]** buttons.



**Step 2.** Time the stroke properly by pressing **[X]** as the meter reaches the top and the bottom of your swing. Do it right, and you should...



**Step 3.** ...Strike the ball perfectly and see it fly hundreds of yards through the air. Top work.



**Step 4.** All that remains is to watch where it lands, get ready for your next shot and wait for the loading. Again. And again and...



Well, trying to make some sort of story out of a game of golf was always going to be difficult.

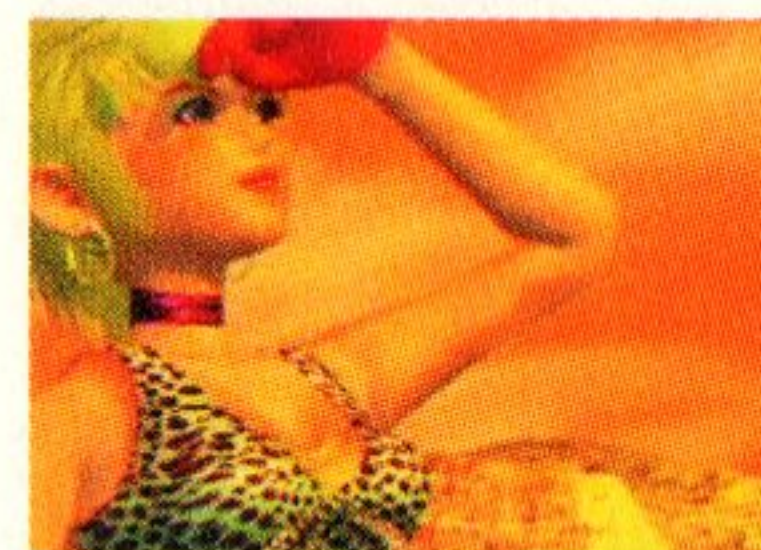
there are other issues to contend with too, like the ball dying far too quickly when in the slightest bit of rough, or the godawful background music – too poor to go into further.

But by far the biggest problem here is that, rather than killing time – something that nearly all games do well – *Swing Away Golf* takes time, befriends it, and stretches it out into a looping stream of loading delays, missed putts and twee computer-generated comments. It's like a golf version of infinite suffering, teasing you every so often with brief rays of interactivity, then thrusting you back into spiky, hellish voyeurism. The decent control method and range of courses are all but ruined by the stupidly long pauses between shots.

Oddly, despite all the game's downfalls, as a two-player game it's almost passable. You'll socialise during the actionless loading moments, and it's maybe half as good as going down to the local pitch-'n'-putt course and having a go for real. For those who intend to play it alone, though, there's little to consider. Spending your precious life watching an obnoxious character spout garbage, tee off and putt is simply not fun. Try shouting abuse at the next Jim Davidson celebrity pro-am instead. It might be less interactive, but it's a lot cheaper, and much more fun. **□ Ste Curran**

## KINGS OF THE SWINGERS

They're all irritating, but you can counsel them through the medium of the great game.



**Julie**  
The innocent one. She's a little crazy, a little nervous, and very enthusiastic. She could well be your first encounter with the irritations of *Swing Away Golf*, but don't worry, there's more to come. Julie needs self-confidence, but how can she get it? Hey, what about playing a round of golf with you! Right.



**Joe**  
The fat one. When he's victorious, odd coloured notes come from his mouth. At one point, another player says he's "just a sad dog barking." He's involved in some kind of shady mafia-style dealings, and wants out. Plays golf because it's a sport fat people can.



**Sam**  
The old one. A once great player, he lifts your spirits when you're feeling low. He's full of ancient advice and describes himself as "an esoteric golfer." He quit years ago, but if you can just manage a round with him, you'll be making an old man happy.



**James**  
The camp one. His open advances on your female character only make it more obvious that poor old James is a sexually confused adolescent. Can you make him feel more comfortable about just being himself? Maybe. How about playing golf with him? Genius.

## SWING AWAY GOLF

### Why we'd buy it:

- There's not much choice for the PS2 golf enthusiast right now
- A round with friends can get tense and competitive

### Why we'd leave it:

- It's dull. Heart-stoppingly, mind-wanderingly face-achingly dull
- The Story mode competitions are far too long to be compelling

A potentially decent blend of realism and fun turns sour in the face of poisonous presentation and horrendous loading. Fore! No, three.

### Graphics

Shiny, and absolutely characterless

03

### Sound

Mexican panpipe background music, anyone?

02

### Gameplay

Initially addictive, but fades fast

05

### Life span

Extended play tests the patience

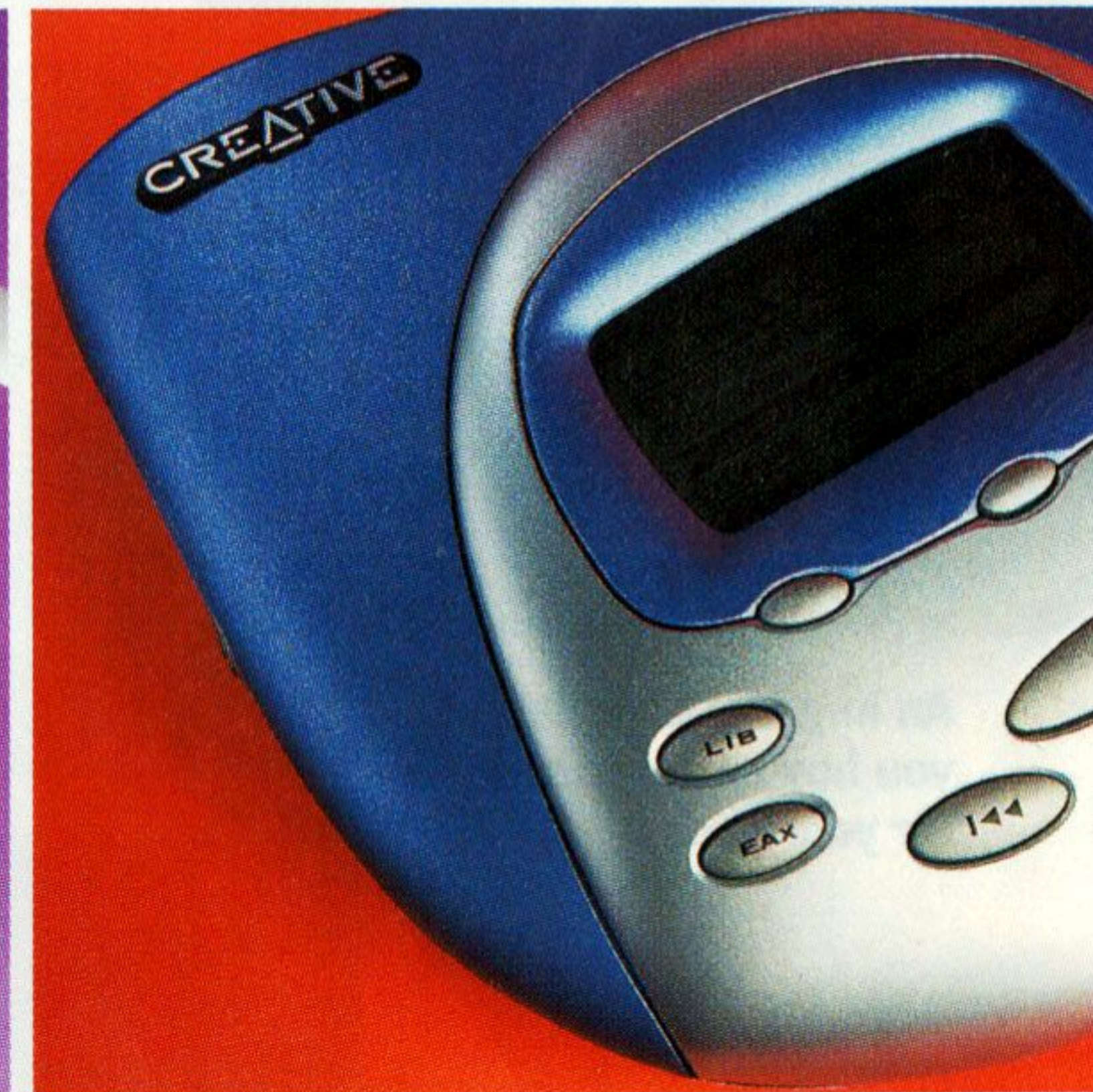
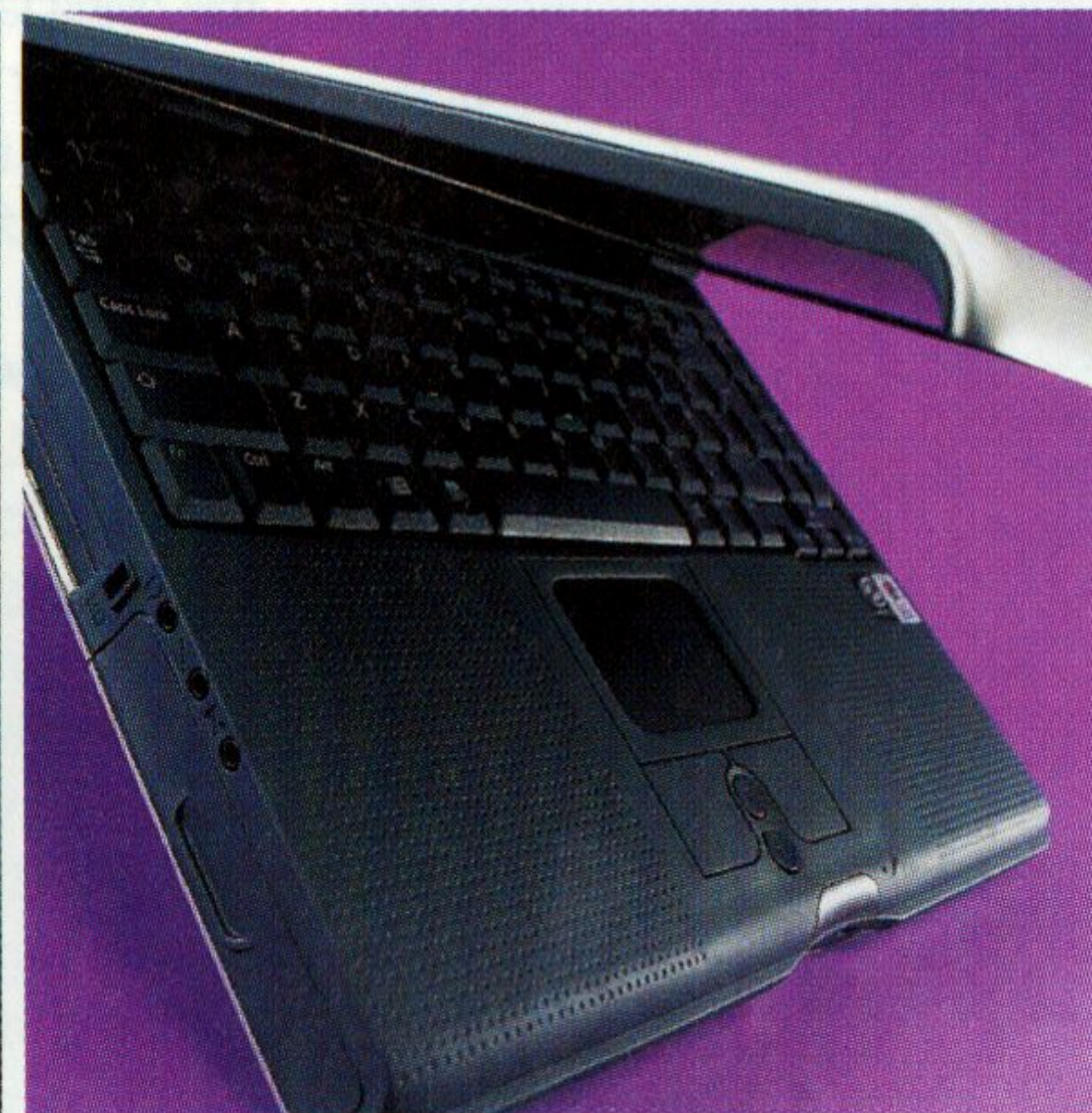
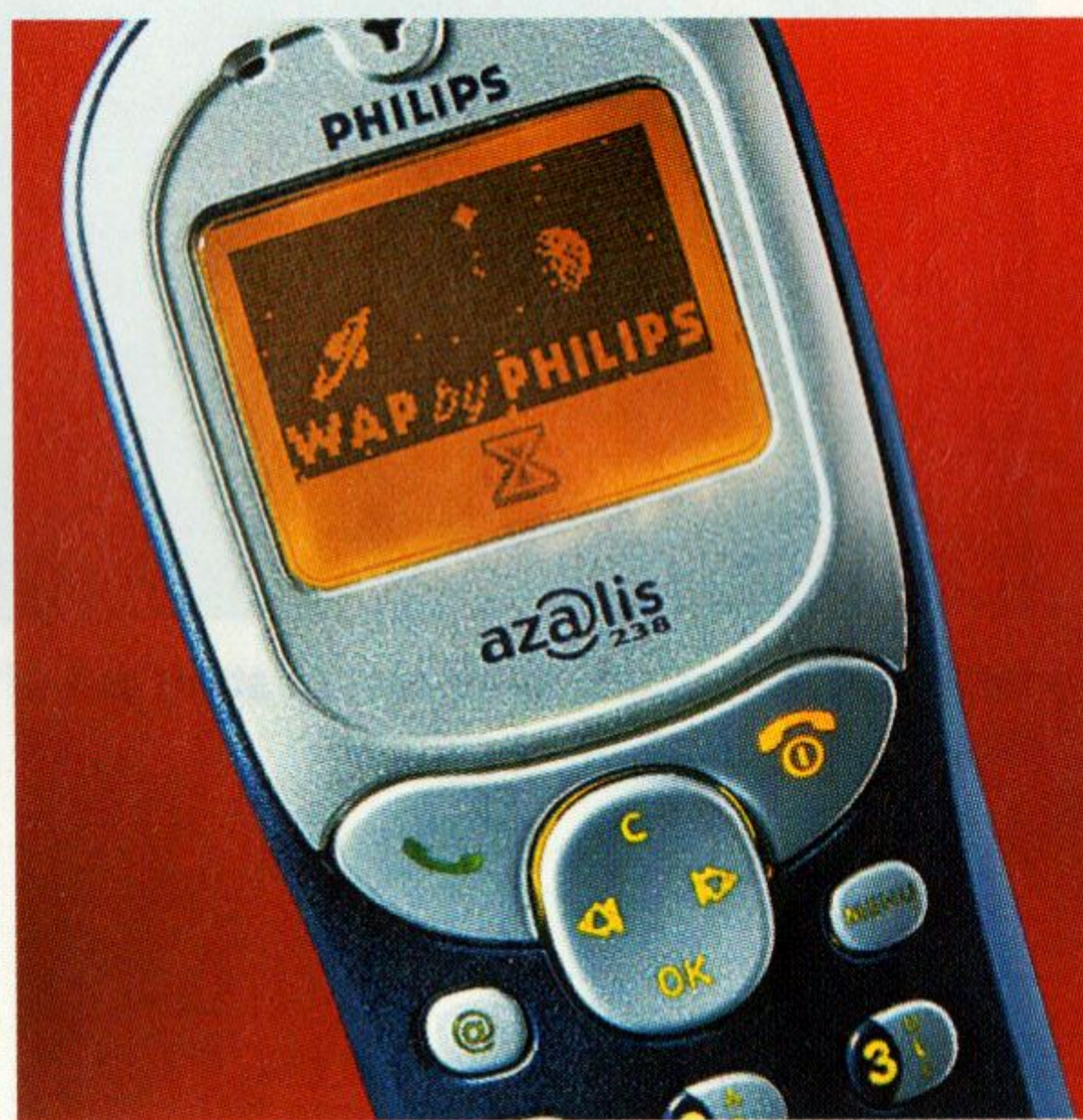
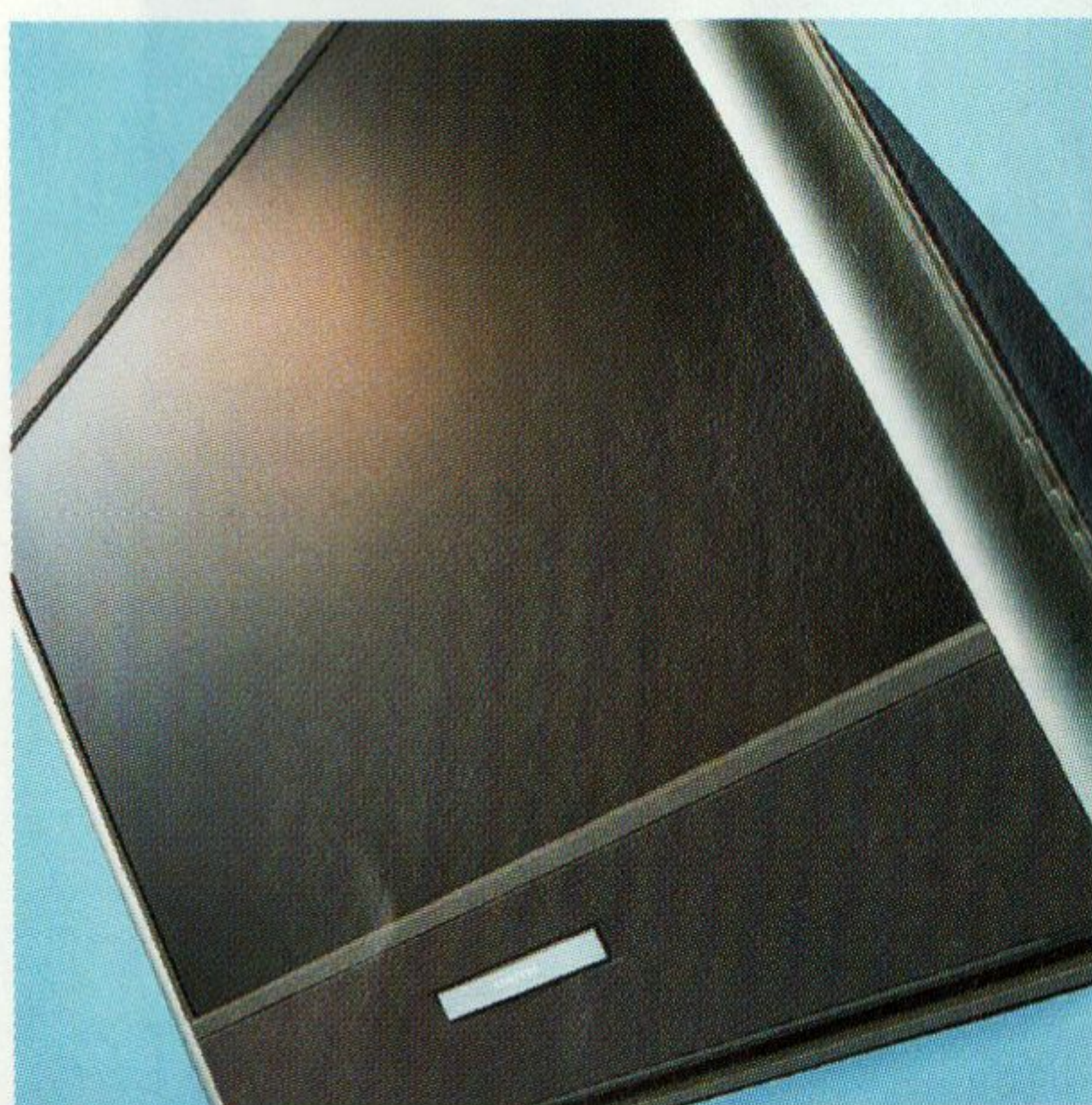
04

PS2 VERDICT



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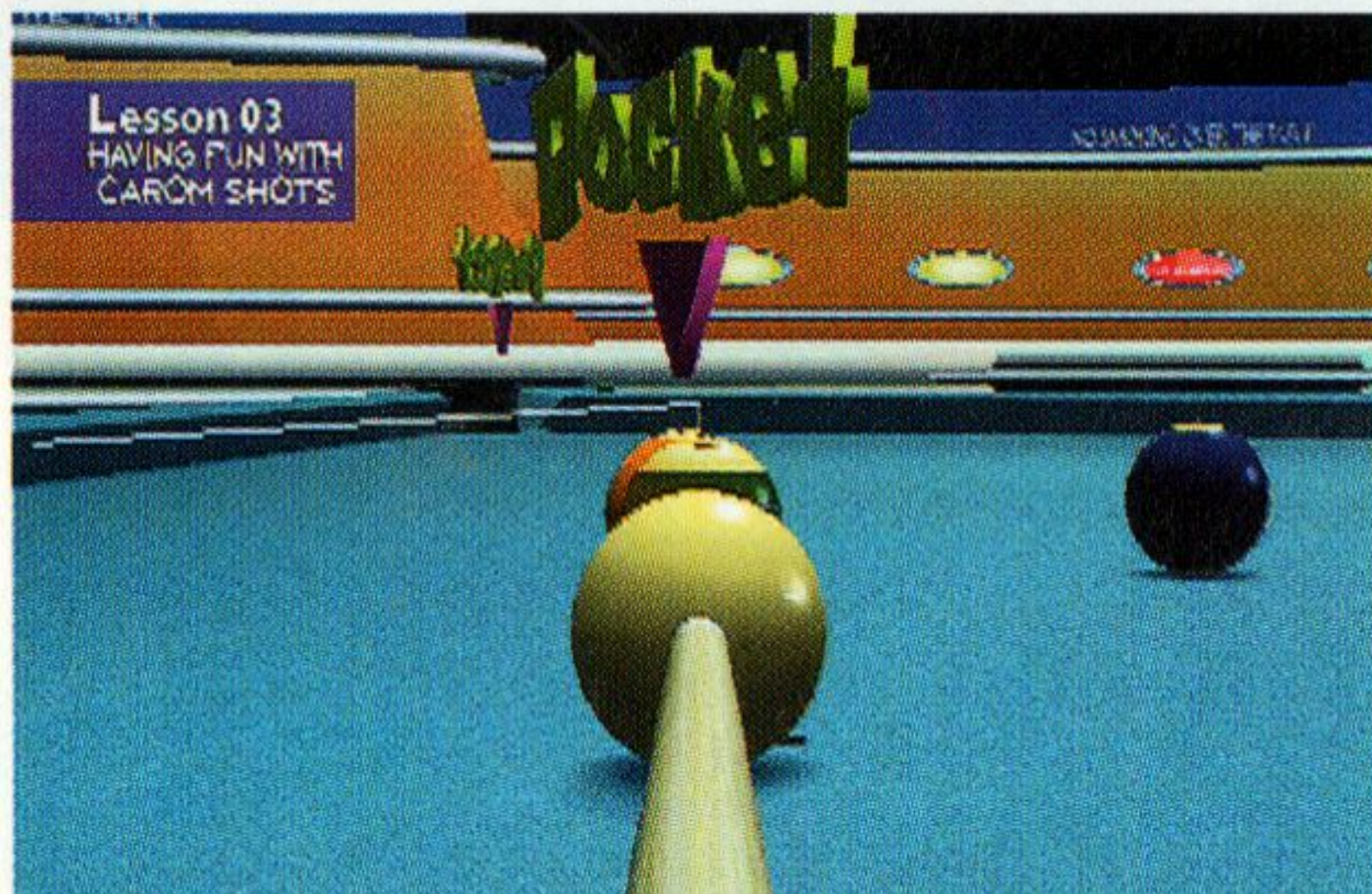
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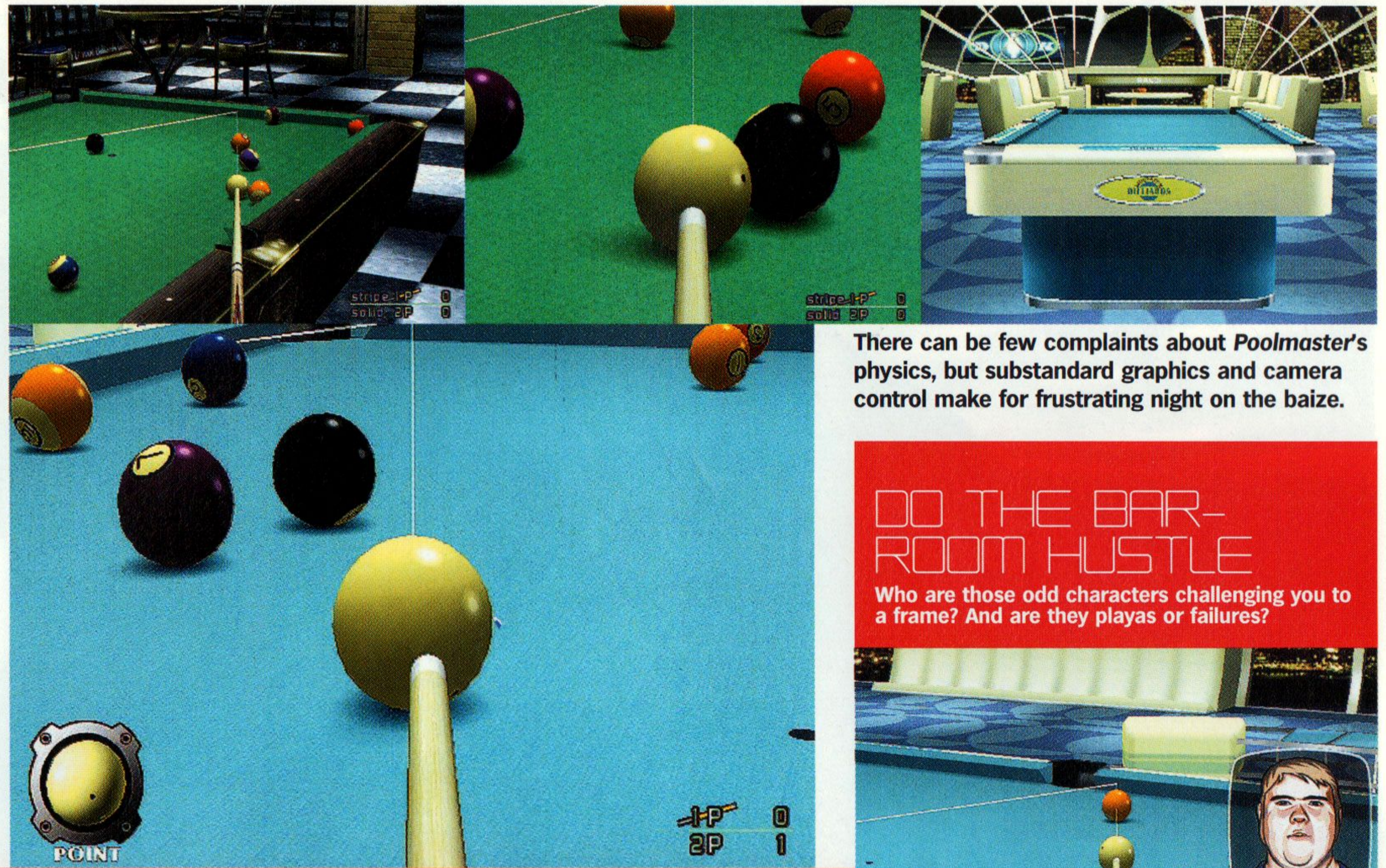




The 'Frozen Ball' mode is a welcome bonus, providing 50 entertaining one-shot puzzles.



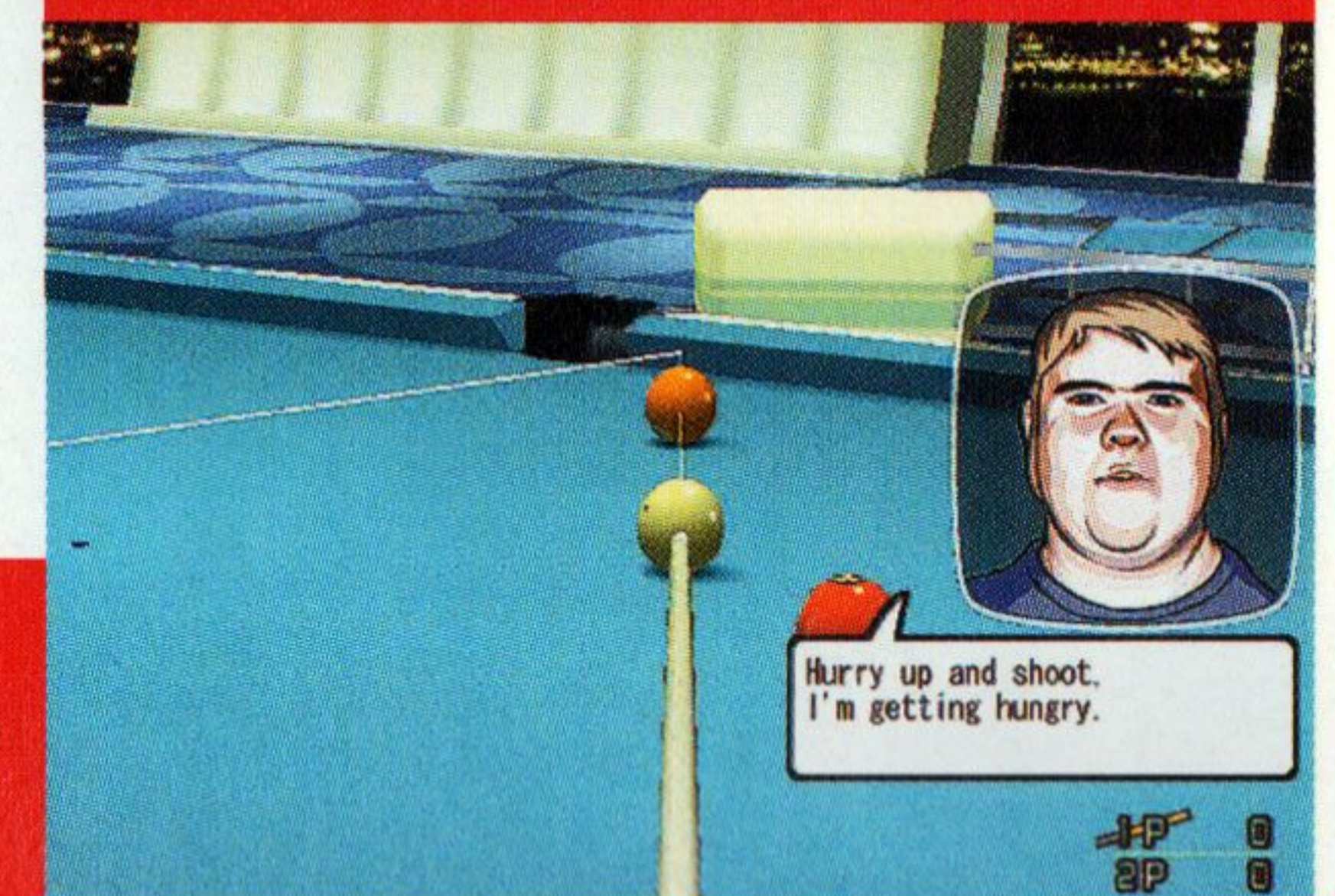
The practice tasks are fine lessons in pool physics, despite the *Catchphrase*-style graphics.



There can be few complaints about *Poolmaster's* physics, but substandard graphics and camera control make for frustrating night on the baize.

### DO THE BAR-ROOM HUSTLE

Who are those odd characters challenging you to a frame? And are they playas or failures?



#### Ruth Skinny

A thoroughly inappropriate name since Ruth is both fat and male. Prone to hit and hope shots, you can take advantage of his carelessness.



#### Natalie Baltimore

This inscrutable, intellectual type will attempt to faze you with her mindgames, but otherwise prods the ball around without conviction.



#### Ton Vinh Kiem

This Zen-like fella will regale you with irritating proto-Jedi wisdom. Don't worry, there are some obscure real-life pro characters to unlock later on.

**Publisher:** Take 2  
**Developer:** Ask  
**Price:** £39.99  
**Players:** 1-2  
**Out:** Now  
**Web site:**  
[www.take2games.com](http://www.take2games.com)

#### Back story

The game is developed by Ask Software in Japan where it is known as *Doukyo Billiard Master 2*. Being Nipponese, there is an absence of 'British rules' which could affect its popularity on these shores.



Price hikes in the world of pub pool pay little heed to incremental inflation. The average cost of a game in *OPS2's* home city of Bath is now 80 pence, a staggering tariff considering that you have to play on a crooked table with conventional baize markings replaced by booze stains. Usually the pool room is so cramped that when the cueball comes to rest against the cushion at one end, you have to open the window to play the next shot.

Yet even this seems like good value compared to buying a copy of *Poolmaster*. Not that the first pool sim to appear on PS2 is a particularly bad game, but it's not good enough to persuade you against going down the boozer for a few frames.

A pool game stands or falls by its ball physics, and *Poolmaster* just manages to convince you of its realism. One of the best aspects of the game is the practice mode, which leads you through the full repertoire of shots step-by-step, and also proves that pretty much anything you can do on a real table, you can do in *Poolmaster*.

However, there are a few things you can do in *Poolmaster* which make real life look silly. With the power gauge filled, you're able to execute a shot of such ludicrous strength that even if the Incredible Hulk turned to hustling, he'd still balk at the ferocity of your break. For the most part, the balls spread realistically, but when a shot is hit hard, *Poolmaster* simply can't cope with the speed. If you miss a tough shot with a strong hit, it's impossible to tell how close you were to glory as the camera throws itself into spasms.

For a game which has little to do in graphical terms except display an empty pool parlour, *Poolmaster* is disappointing. The difficulty of early

PS2 games in displaying curved surfaces has been well documented, so you'd think any developer yet to get to grips with anti-aliasing would have steered well clear of a title which relies entirely on the depiction of spherical objects. Oh well.

*Poolmaster* has been lazily converted from the Japanese which means a game of pool with the rules we all know, love and argue about is just not possible. The nearest option is American 8-ball, with its talk of banking and scratch – no 'two shots' here, pal. There are two versions of nine-ball – the game you see on Eurosport played by ex-snooker pros on a table in the middle of a Birmingham shopping centre – but this can often be rendered farcical by execution of a few aforementioned super strokes which result in the 9-ball flying flukily into a pocket.

The computer opponents [see right] are inconsistent and often seem to rely on the same hit-and-hope tactics as the beginner player. The only reward for defeating them is to play such 'well-known real pros' such as Kunihiro Takahashi.

For something approaching pool perfection on PS2, you'll probably have to wait for the notoriously meticulous Archer MacLean to bring his *Jimmy White's Cueball* series to the console. *Poolmaster* is mildly diverting, but it comes a poor second to a night in a pub with a mountain of change on the table. □ **Sam Richards**

### POOLMASTER

#### Why we'd buy it

- Largely accurate ball physics
- The 'Frozen Ball' mode is innovative
- It's the only pool sim on PS2 so far

#### Why we'd leave it

- There's no 'British Rules' option
- Graphics aren't really worthy of a next-gen title
- Gameplay niggles are frustrating

A potentially decent pool sim which consistently fouls on the 8-ball shot. Head down the pub instead, wethinks.

<b>Graphics</b>	Not much to do, but done poorly	04
<b>Sound</b>	Wide range of hummable tunes	06
<b>Gameplay</b>	Largely realistic but a few major quibbles	06
<b>Life span</b>	Play soon becomes a chore	04

05

PS2 VERDICT

**//It's not a bad game, but it won't stop you going to the boozer to play a few frames//**





You get this warning before you go over the top of the wave. Push up on the left stick to turn around.



# SURFING H30

Feel the sun on your face, the wind in your hair and the fiddliest controls ever under your thumb...

**Publisher:** Take 2  
**Developer:** ASCII  
**Price:** £39.99 TBC  
**Players:** 1-2  
**Out:** Now  
**Web site:**  
[www.take2interactive.com](http://www.take2interactive.com)

### Back story

Released earlier this year in Japan, under the guise of the infinitely cooler-sounding *Surfroid*, *Surfing H30* reaches the UK courtesy of publisher Take 2. The game is stuffed with studly Californian types. Although we're not sure if anyone down on Bognor beachfront actually says 'it's gnarly, man' as much as they do in this game.



Never before has the world seen a console launch with such a vast array of titles to choose from. Providing your pre-order went smoothly and your factory-fresh PS2 is, as we speak, tucked snugly underneath your TV, you're going to have an easy time choosing the game that will be your introduction to the shiny new world of Sony's mega-machine.

However with such variety on offer, there's bound to be a few bad apples in the barrel. And, compared with the best on offer – *TimeSplitters*, *DOA2*, *Tekken Tag Tournament* – *Surfing H30* certainly can't consider itself a must-have title. Despite its best efforts to deliver something original and exciting, it struggles to make itself heard, much less played. It's a brave effort to bring the salt-tinged excitement of the surfing world to PS2, but it's riddled with enough flaws to make playing it a chore.

In order to get the authentic feel of surfing, developer ASCII has kindly included the lingo. Throughout the gameplay you're constantly being cajoled by sun-bleached grommit-speak, mostly consisting of the 'woah, cool' variety – it becomes

incredibly irritating. Annoying voice-overs aside, the first thing that strikes you about *H30* is that it's incredibly user unfriendly. In trying to deliver all the various nuances of riding a 30-foot wave on a plank of wood, the game almost overwhelms the player with its complex control system and the sheer number of things you have to remember. If you're not put off within the first 15 minutes of playing, then there's a good chance that you may eventually get to grips with it. But no matter how hard you try, it's doubtful you'll ever feel in complete control of your surfer.

This is all down to the analogue sticks. Analogue control and the extra sensitivity it provides is probably one of the greatest innovations in the world of videogaming. Imagine trying to play *TimeSplitters* or the PSone's *GT2* without it – you just can't. When riding a wave

**/No matter how hard you try, it's doubtful you'll feel in complete control of your surfer//**



Accrue enough speed and you can pull stunts by backing into the crest of the wave. Tricky.



Getting three like-coloured spheres in a row means big points bonuses. But it's not easy.

A flash of colour means you've gained a globe. Curiously, you don't have to touch the spheres.







Proceeding through the game opens up more surfers to use.



## BOARD CRAZY

The Japanese seem to have all the extra peripheral fun. *Surfing H30* is no exception.

When it was originally released in Japan earlier this year, *Surfing H30* – then known as *Surfroid* – came bundled with a curious little peripheral. Basically, it's a model surfboard that you clamp over the Dual Shock 2's two analogue sticks, creating an all-new surfboard controller. It's an almighty gimmick, obviously, but it actually makes playing the game simpler because pressing up on the left stick then corresponds to right on the actual surfboard. Good, eh? Of course, permanently depressing the L3 button still makes turning fiddly, but it is a lot less confusing. Unfortunately, there are no plans to release the peripheral over here.



Don't get too close to the waves, unless you intend to ride the tube. It's way too dangerous.

though, you'd think that finely-tuned analogue control would be a must, allowing you to alter balance or deftly twist and turn over every tiny ripple. To some extent this is possible in *H30*, but it's frustratingly compromised by the game's reliance on the left analogue stick.

## STICK WITH IT

In order to get your ride under way, you'll need to accelerate down the wave, lying flat on the board and then pressing two of the shoulder buttons simultaneously. Once you're up to speed, 'click' down both analogue sticks to stand on the board and keep pressing L3 (the left analogue stick) to lean forward to further speed up. In order to steer you also have to use the L3 button.

The constant pressure you need to exert to pick up speed makes tiny course corrections to direction almost impossible and you'll invariably veer to one side or the other and wipe out. The analogue sticks are also used in conjunction for sharp turns and squatting, not to mention pulling off the whole roster of stunts. Things soon become confusing as well as needlessly tricky. To be fair, it's difficult to see how the developers could have tried anything different, given the sheer amount of movement required, but the system isn't perfect.

This is all compounded by a frustrating camera system. Slow down too much and it'll overtake you, prohibiting the view of where you're supposed to go and it never seems to settle in an entirely perfect position. Things might be simpler if all you had to do was surf and perform tricks for points, but the game also requires you to pick items up at the same time. Although later levels start to vary in their objectives, much of the time you'll be zigzagging around trying to collect coloured spheres – collect several same-colour balls and you'll reap great bonuses. It's a nice idea, and certainly requires you to concentrate on agility, but



Unless you're squatting on your board at this moment, you'll go head over heels, and balance is tough to control in *H30*.

with all the game's control problems it doesn't quite work in practice. Stunts – almost impossible until you've spent some serious time with the game – are more rewarding, but they'll always be absurdly difficult and seem quite unspectacular.

Elsewhere, the take-it-in-turns two-player mode is only enjoyable if both players are of a similar proficiency and it can be frustrating as the game never feels fast enough. Indeed, most of the time it's downright sluggish. The graphics, too, are disappointing and fail to show off the power of the PS2, despite the odd pleasing rip curl that rolls over the sea's surface.

*H30*, is a disappointment, partly because there was so much potential here for a great surfing game. All the basics are in place, it's just the execution that's at fault. Perhaps for the inevitable sequel the developers will sort out the control system, polish the graphics and speed the whole thing up. Here's hoping. ☐ **Jes Bickham**

## SURFING H30

### Why we'd buy it:

- A great idea
- Comprehensive controls
- Eventually you'll learn how to play it with proficiency

### Why we'd leave it:

- Awful, fiddly controls
- Slow
- Basic graphics
- Nasty camera

A great concept is bogged down under horrendous controls, and a syrupy pace. Definitely not radical. A shame.

### Graphics

The water looks good – otherwise basic

04

### Sound

Oddly muffled surf tunes and rubbish voices

04

### Gameplay

It's there, but it takes hard work

05

### Life span

Not huge – and you might get bored

04

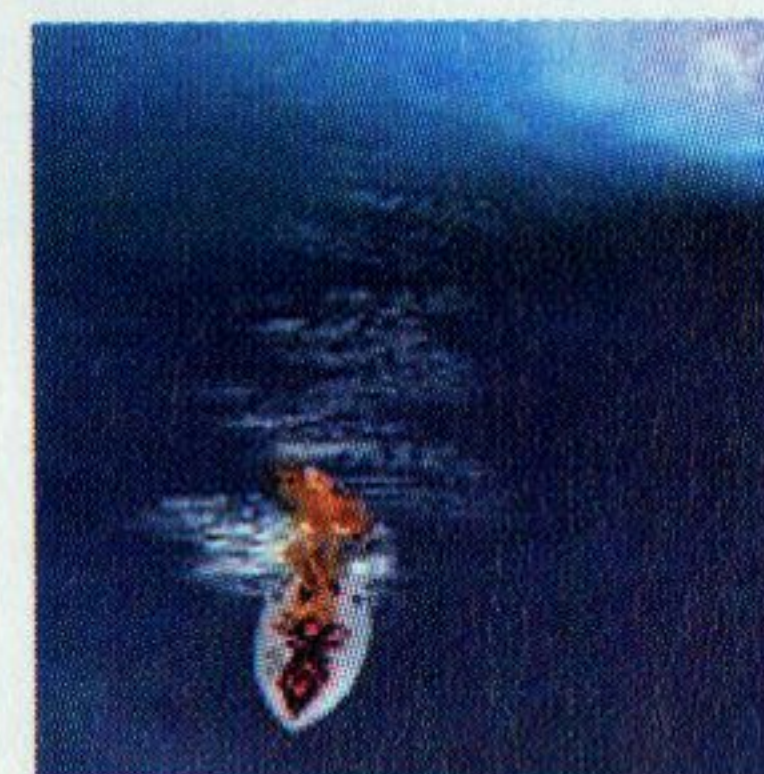
04

PS2 VERDICT



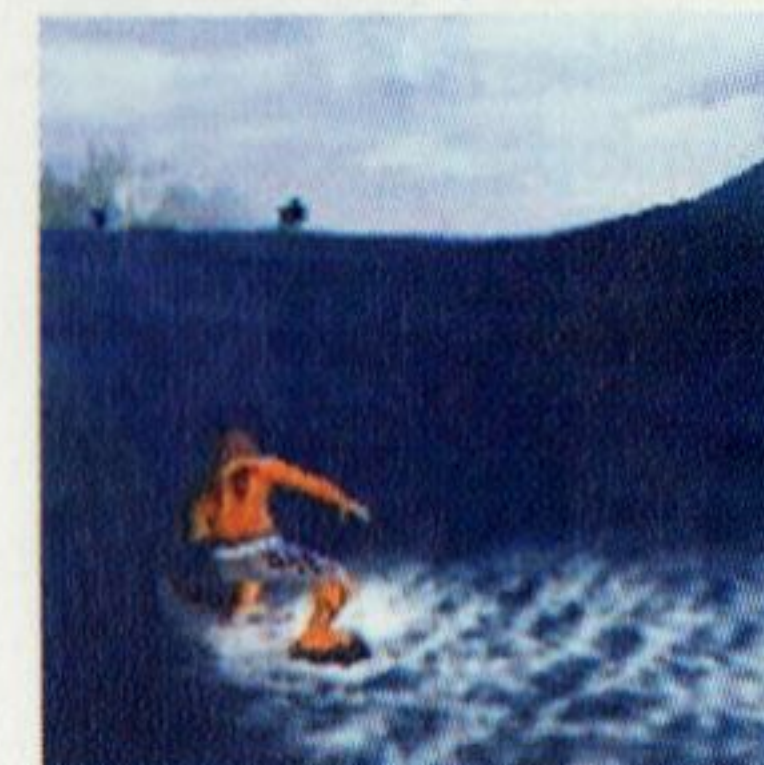
### 1. Gain speed

As you start a level, tap **△** and **□** in rapid succession – this starts you paddling and helps you gain speed (which you can gauge via the bar in the right-hand corner).



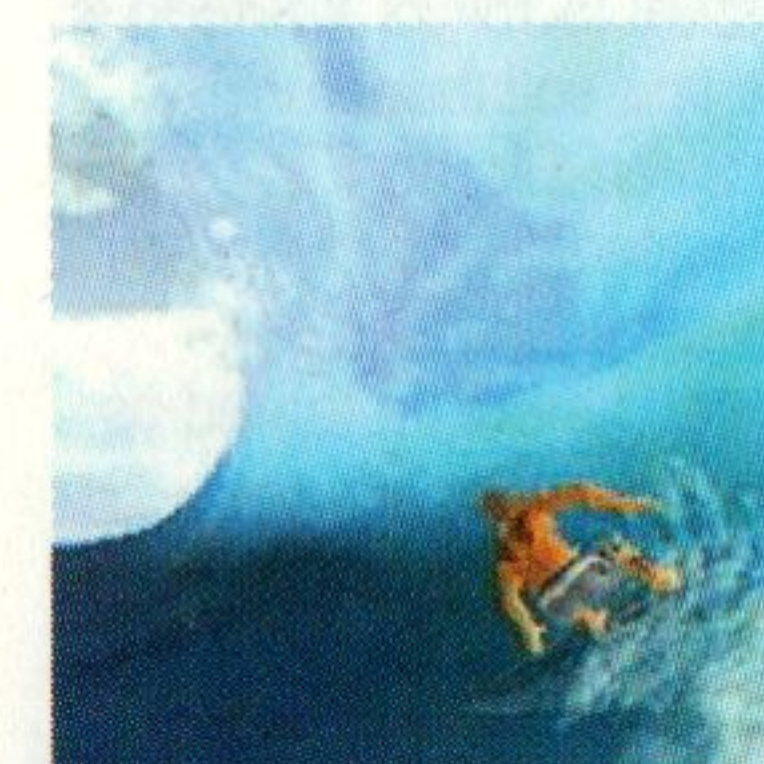
### 2. On your feet

Once you've built up speed, 'click' down L3 and R3 (the analogue sticks) simultaneously. Your surfer will stand up. Do this only when you're near the bottom of the wave.



### 3. Keep moving

Now we're surfing. Almost. Once you're standing, keep L3 depressed to lean forward and pick up speed – you'll need to do this constantly unless you want to go into the 'tube'.



### 4. Tube travel

Should you wish to ride the tube, head back into the wave and press L3 and R3 again to squat, then hold down R3 to 'stall' the board in the middle of the tube.

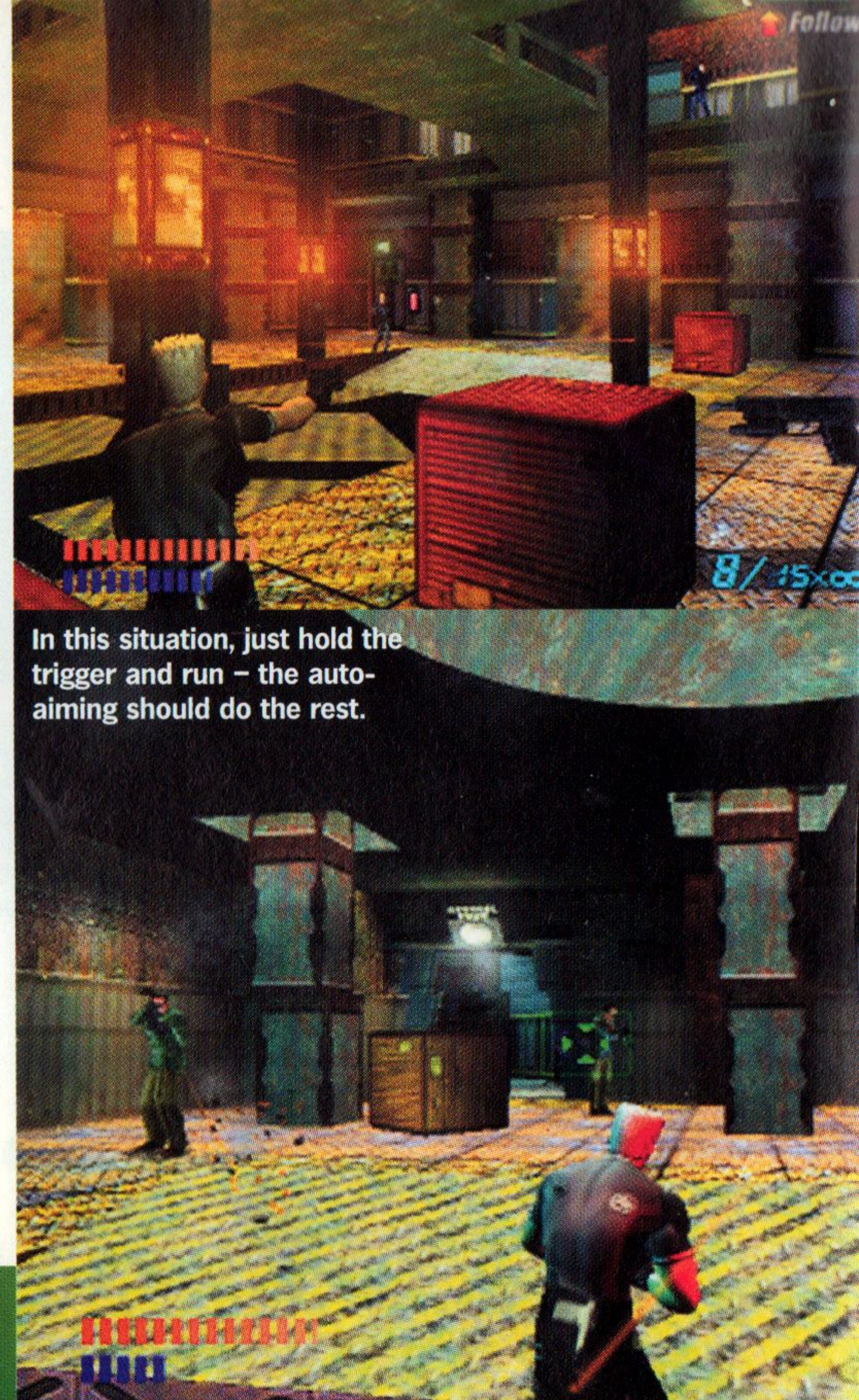




This is Ash, leader of your group. A very serious man.

# X-SQUAD

It's stealth action with friends. But how can you sneak about with a load of shotgun-toting nutters backing you up?



In this situation, just hold the trigger and run – the auto-aiming should do the rest.

**Publisher:** EA  
**Developer:** EA/Square  
**Price:** £39.99  
**Players:** 1  
**Out:** 8 December  
**Web site:** [www.ea.com](http://www.ea.com)

### Back story

First appearing under the name of *X-Fire* back in February's PlayStation 2000 Festival in Tokyo, *X-Squad* is the first collaboration between EA and Square's Japan-based development teams. *X-Squad* has been touted as a stealth adventure boasting much in common with *Syphon Filter 2*.



It's a very rare occurrence that two well-respected games developers get together to create a game, but Electronic Arts and Squaresoft have joined both forces and grey matter to create *X-Squad* – an all new action-adventure. One would expect such a marriage of minds to produce exceptional offspring. Unfortunately, one would be wrong though. From the start, *X-Squad* feels more like an exercise in committee decision-making, rather than a labour of love.

The first example of this that jumps out at you is *X-Squad*'s poorly executed plot. It seems that the script writers have simply thrown together half-remembered bits of stealthy action-adventures such as *Syphon Filter* and *Metal Gear*. Basically the 'Squad are a futuristic *A-Team* from the year 2037, taking on missions no-one else can. In this one, they face a hostage situation with buckets of technology, terrorists and secret codes thrown in.

The four team members themselves seem like an odd concoction: take the characters of *Syphon Filter 2* and add excessive amounts of Steps' – yes, Steps – cheesy charm. The result is a bickering gang of wax-faced mannequins in tight pants and PVC vests. More annoyingly, everyone talks in repetitive clipped soundbites – "Let's go!", "I don't like this!" and bizarrely, "Everyone concentrate!" – with risible lip-synch that could outdo an English-dubbed Japanese martial arts film.

Your job is to control Ash, the leader of the team and the bloke who gets the other three to do stuff. Left alone the rest of the *X-Squad* stay uncomfortably close to you, leering about like pantomime villains. It's only when the terrorists arrive, that they perk up. There's a well-implemented system for giving orders to your team, but in combat your posse act on their own initiative – which works, if only sporadically.

In its best moments, everything meshes beautifully – characters yell support at each other, give covering fire and sometimes you genuinely feel like you're the deciding factor in a pitched battle. At other times, they'll dash on ahead like caffeine-fuelled bezerkers and take out everyone before you arrive. Of course, there's also the inevitable bit where you boldly charge ahead, only to be mown down as your crew abandons you.



Compared to *Metal Gear Solid 2* and *Red Faction*, *X-Squad*'s glass-shattering effects look lame.

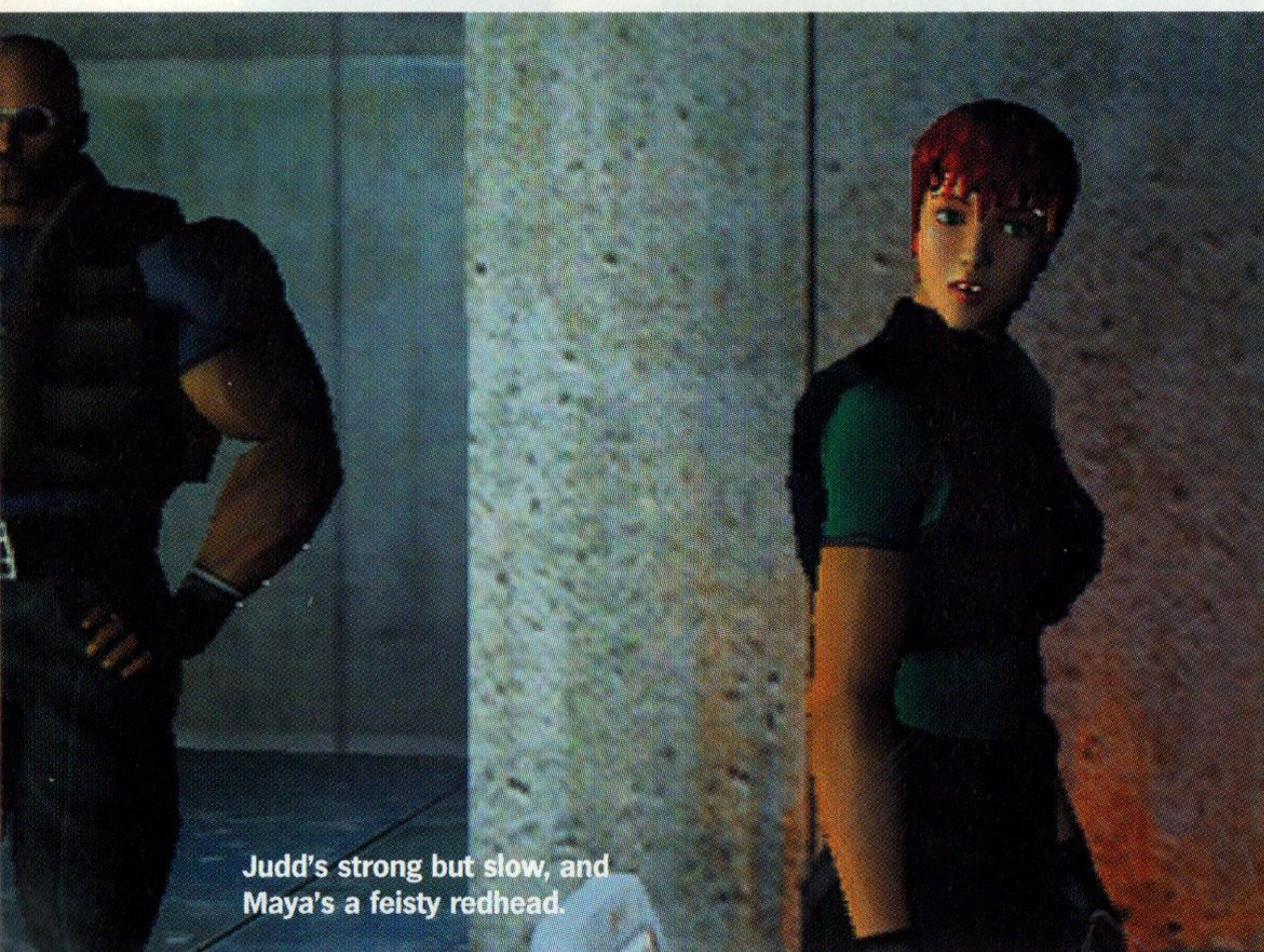
## //The X-Squad are a bickering gang of wax mannequins in tight pants and PVC vests//

The bad guys' AI is even worse. Entertainingly, the first rocket-launcher-wielding goons you encounter in the game blow themselves up as soon as they appear, simply because they don't seem to notice the flimsy office dividers that somehow bounce grenades back at them. The level bosses aren't any better either. Where *Metal Gear* had the ruthless Sniper Wolf and the sinister Psycho Mantis, *X-Squad*'s got sneering cretins who bleat "You're lucky to have got this far," then leg around chucking grenades and dying abruptly.

### IT AIN'T GOT NO SOUL...

*X-Squad*'s lack of atmosphere is just as bad elsewhere. The sound, for instance, ignores any notion of context in favour of the same maddeningly looped snare drum pattern for entire levels. The graphics are relentlessly featureless and bleak. The game's environments – think sewers, car-parks and research labs – are tediously rectangular, and would be impossible to negotiate if they weren't so linear. They're also packed with switches, usually placed as far as possible from the door they open, as is the game convention. The idea, is simple – trudge down identical corridors to push identical buttons, then repeat.

To get away from the general monotony *X-Squad* introduces escort missions for variety later on, but they don't exactly offer much in the way of a challenge – or a solution. See, *X-Squad*'s main problem is that it lacks intelligent pacing and any kind of gameplay diversity. The entire experience is nothing more than tediously running around levels which is frequently broken up by ferocious gun battles. However, it's these ferocious gun battles where much fun is to be had.



Judd's strong but slow, and Maya's a feisty redhead.





The bosses don't have much charisma. Or public speaking talent. Or...



It's a shame there isn't more tension between the team to add a bit of drama.

## TEAM TACTICS

If you're sick of your over-friendly team-mates' attention, give them something else to do...



### 1. SHOUT!

Bring up the 'Commands' menu, and tell them where to go and what to do. Feel that power!



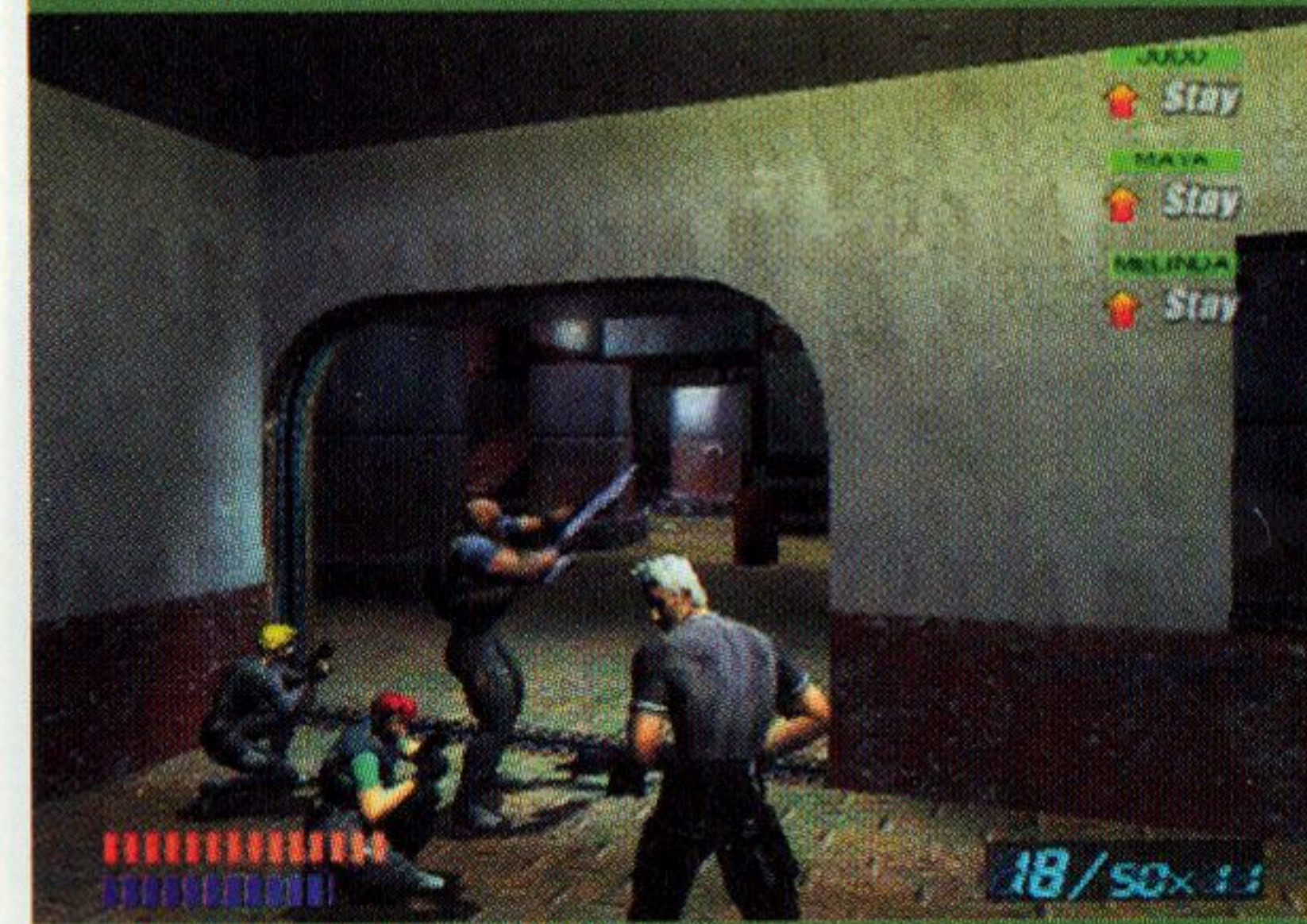
### 2. LOOK AROUND!

Instruct them to do the recon, letting them do all the hard work and bullet dodging stuff.



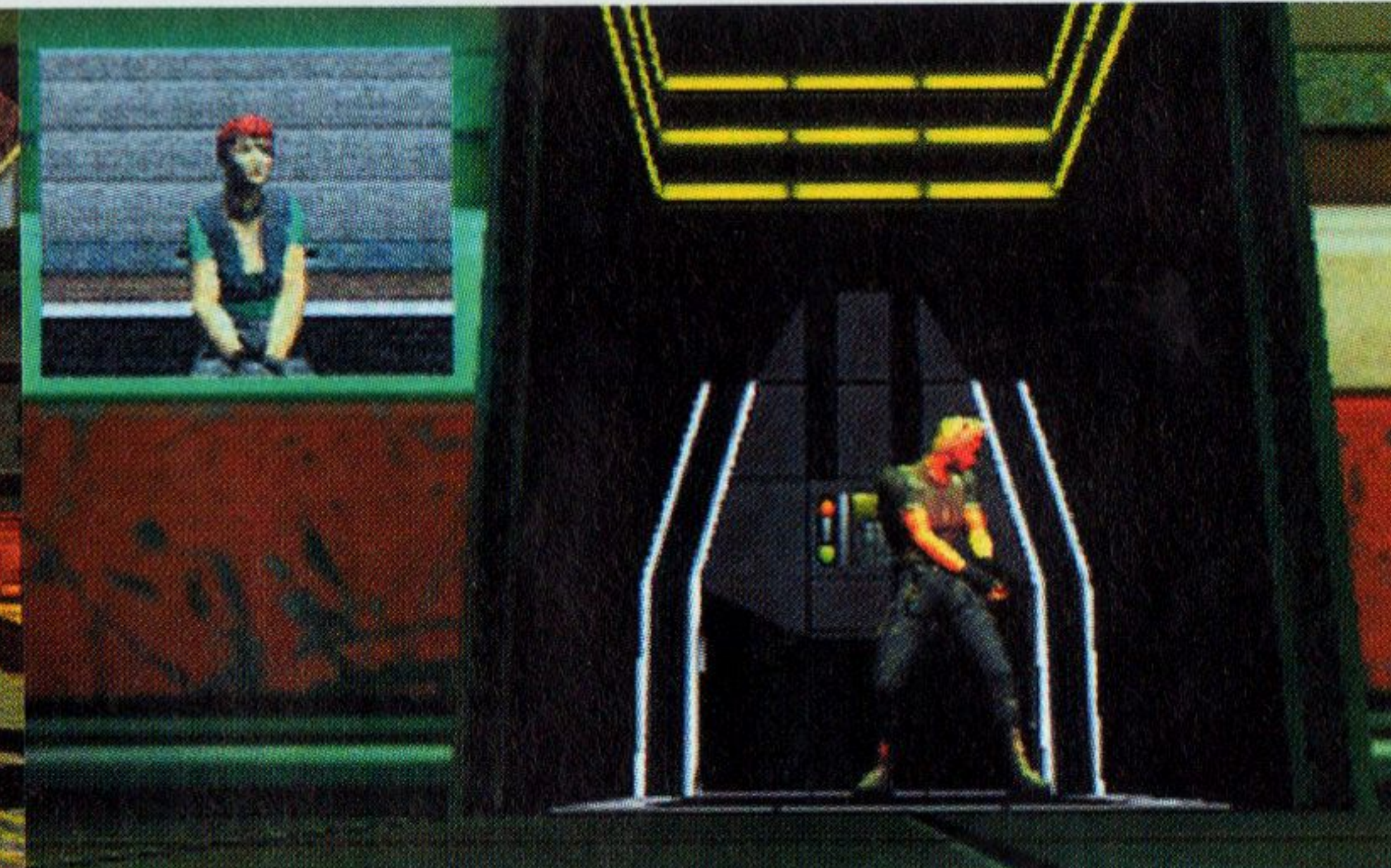
### 3. ATTACK!

Shout 'Assault' when no-one's about, and watch them point guns around like a startled Charlton Heston.



### 4. DUCK! AND! COVER!

Or just fire a rocket at them and watch them dive in perfect synchronisation. With pike.



The action pauses frequently for tedious bursts of dialogue. You can't skip them, either.

The gun battles are simply tremendous, using an inspired control system that is exactly the same combination of analogue sticks as *TimeSplitters* – one to move, one to turn and look around. Tapping the shoulder buttons to roll and crouch quickly becomes instinctive, and the auto-aiming's just effective enough to make shoot-outs a satisfying test of skill.

After a while, you'll be rushing around as tracer bullets ping off the walls, hiding behind pillars to reload and taking out snipers with effortless precision. The selection of weapons on offer is well handled too – shotguns blast enemies off their feet, and everyone dives away from explosions with the kind of enthusiasm encountered in a Jerry Bruckheimer blockbuster.

In fact, the gun fights play such a prominent role that *X-Squad* feels like an adapted *Doom*-style first-person shooter, but without enough variety or violence to really keep your interest. This is the problem – if EA Square had given up on being clever and concentrated on making *X-Squad* a brainless but pyrotechnic riot, it could have been the bomb. Instead, they've focused on a plot that never really grabs the attention and relied on the team system to cover any number of glaring failings. The end result's like an early Arnie film – laughable, but just about worth putting up with for the visceral spurts of violence. ☐ Joel Snape



Here, Ash has noticed a goon hiding behind a desk, and responded with his traditional over-exuberance.



Letting rip with a flamethrower's one of the most genuinely satisfying moments in the game.

## X-SQUAD

Why we'd buy it:	Why we'd leave it:	
<ul style="list-style-type: none"><li>- Occasionally impressive team dynamics</li><li>- Excellent, satisfying ultra-violence</li><li>- One of the weapons is a flame-thrower</li></ul>	<ul style="list-style-type: none"><li>- Appallingly unimaginative dot-to-dot plotting</li><li>- Scores of identical switches don't count as puzzles</li><li>- It's unfailingly average in almost every respect</li></ul>	
<b>Graphics</b>	Does the job, nothing more	05
<b>Sound</b>	Top gunfire, repetitive music	06
<b>Gameplay</b>	Hopeless 'puzzles', well-executed violence	05
<b>Life span</b>	Only nine levels, but plenty to play with	06

05

PS2 VERDICT

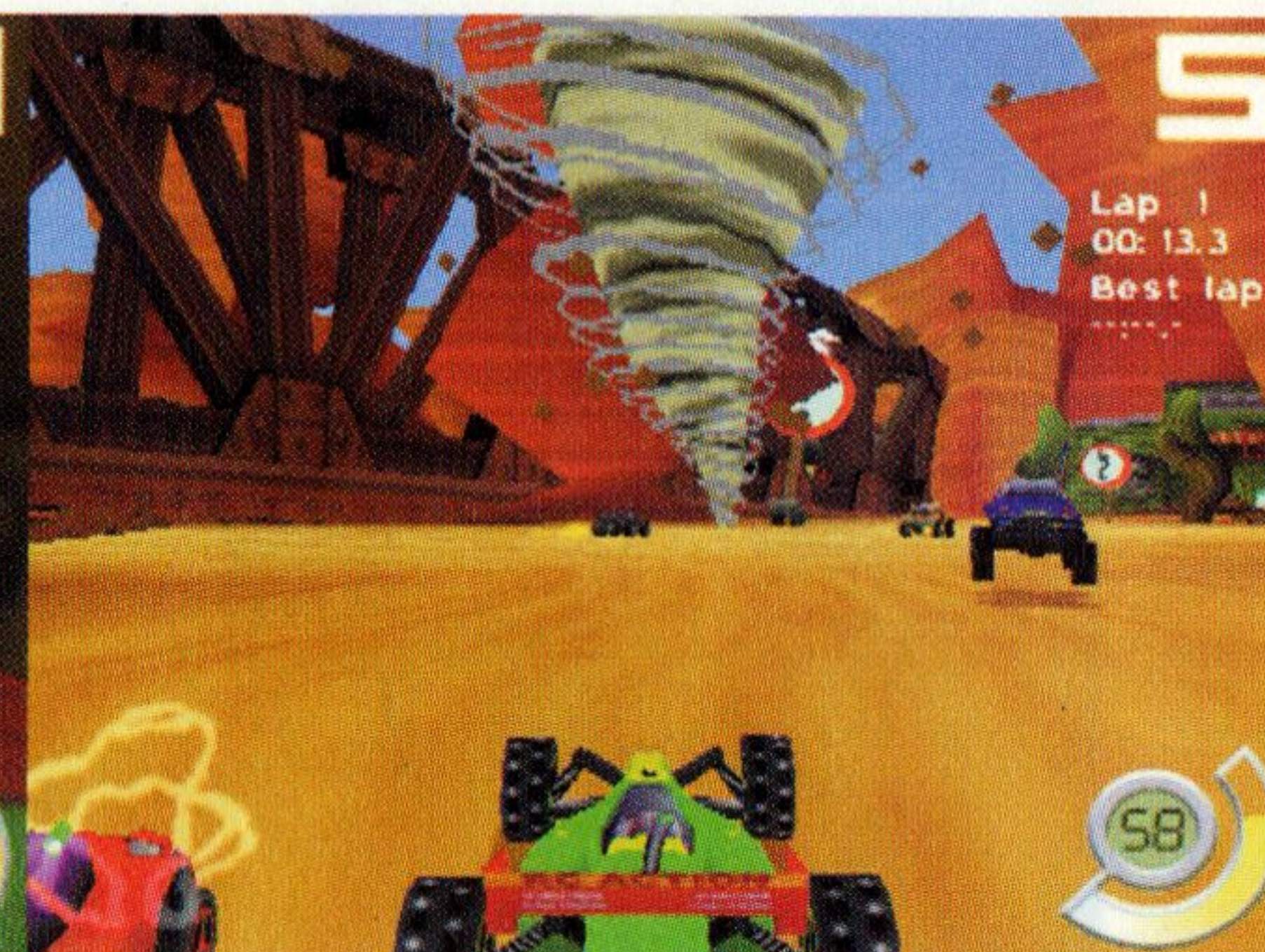
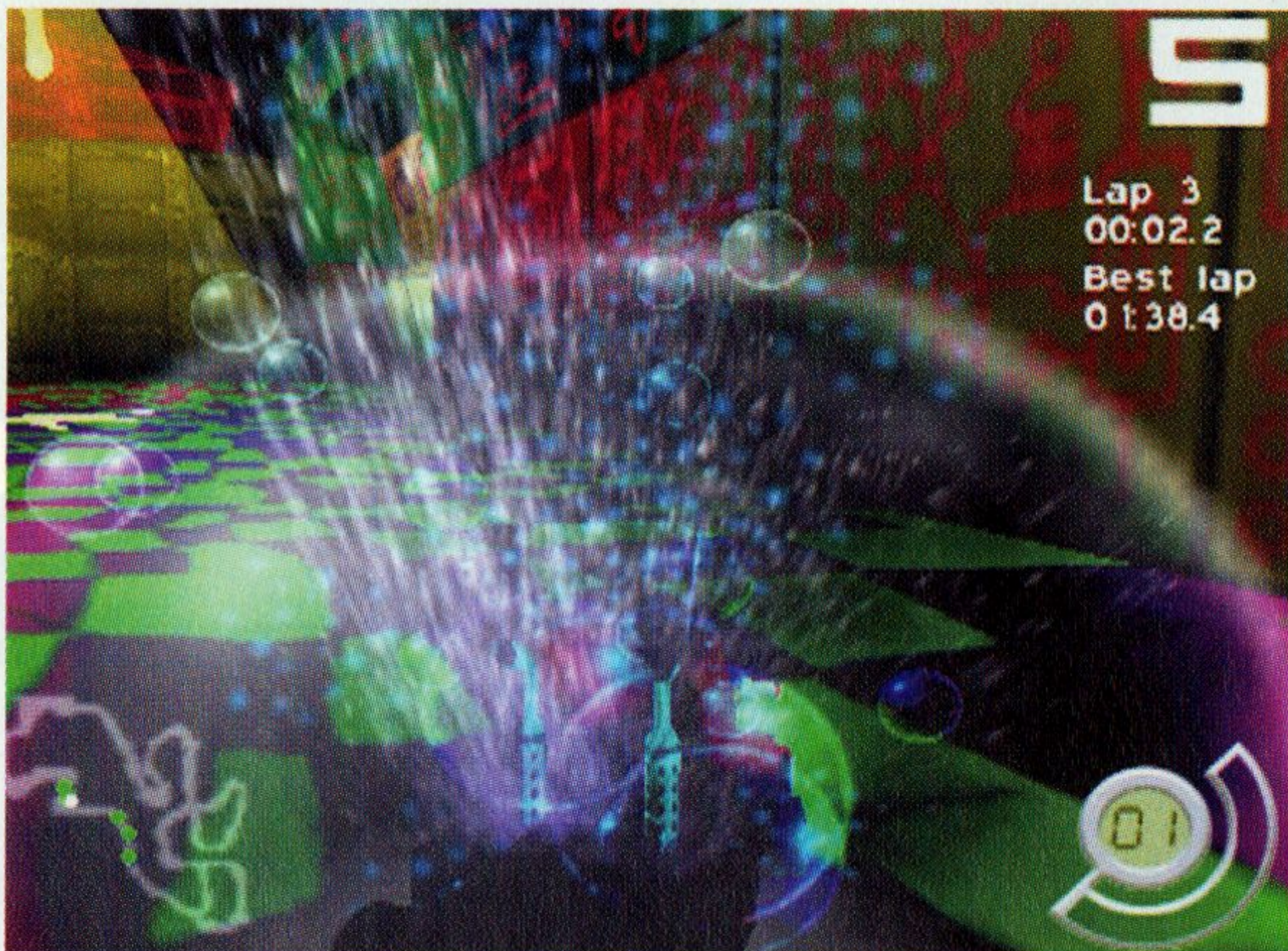


# REVIEW

## RC REVENGE PRO



Surf or turf? Some tracks let you choose mid race.



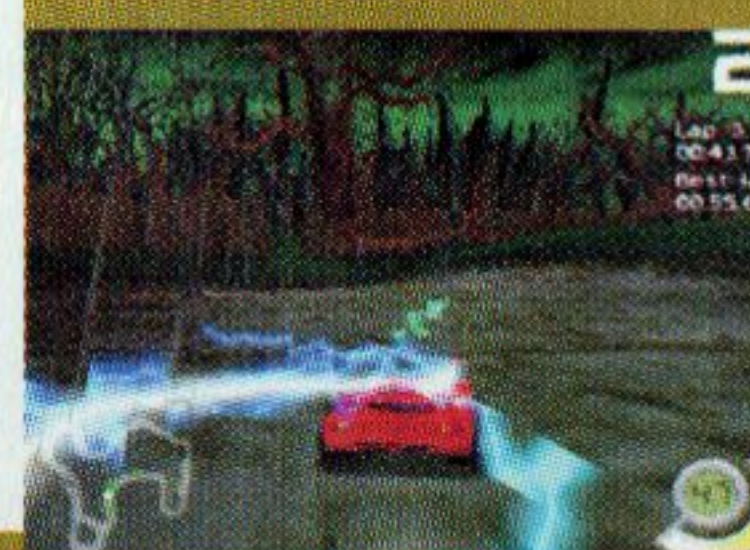
Nope, not an inverted walnut whip. It's a twister and it's going to take you for a spin.



Power-ups are plentiful. Pick 'em up quick or you'll be on the receiving end.

### FIGHT TO WIN

You can bomb, trick, and trip your way to pole position. We rate the best methods in terms of effectiveness and satisfaction.



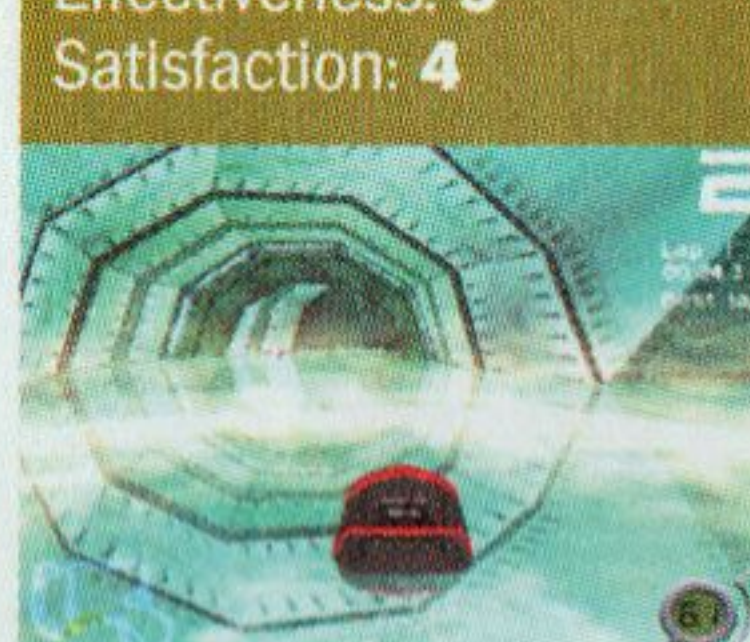
#### 1. Shocked by the power

Pick up the lightning icon and you can short-circuit all the vehicles in sight. Effectiveness: 7 Satisfaction: 8



#### 2. Oil be back

Drop the black gold and watch in the rear-view mirror as your opponents come severely unstuck. Effectiveness: 5 Satisfaction: 4



#### 3. Shockwave

Take control by detonating this, and racers on all sides of you will be thrown off their wheels. Effectiveness: 9 Satisfaction: 9



#### 4. Pocket rocket

Lock on to an opponent then fire and watch as the rocket homes in on anyone unsporting enough to be winning. Effectiveness: 9 Satisfaction: 10



#### 5. All back to mine

Drop these spiky orbs of death and they'll bounce into the path of all who follow. Unsporting, but mean. Effectiveness: 5 Satisfaction: 7

# RC REVENGE PRO

RC jokes aside, is this really worthy of the PS2 monicker?

**Publisher:** Acclaim  
**Developer:** Acclaim Studios Cheltenham  
**Price:** £39.99  
**Players:** 1-2  
**Out:** Now  
**Web site:** [www.acclaim.com](http://www.acclaim.com)

### Back story

Re-Volt was the first of Acclaim's RC racers on the PSone. It failed to capture the public's imagination, but their next title *RC Revenge* (nee *Re-Volt 2*) showed that some valuable lessons had been learned. Now the game has moved up to the PS2 but is the addition of the word 'Pro' the only difference?



It's funny how good intentions rapidly lose their shine when you have to pay 40 quid for them. You may appreciate the enormous effort that goes into even the most flawed game, but the exchange of cold, hard currency has a way of transforming even the most wide-eyed optimist into a flint-eyed critic.

*RC Revenge Pro*, the third in Acclaim's radio-controlled-vehicles-gone-mental series is not the most flawed game out there by any means, but it simply doesn't belong on the PS2. In fact, given the mixed reception afforded to the first two PSone-based titles in the series, it's a little perplexing that this game made it this far in any form. This is a lightweight racer, but that's okay, it's meant to be.

Loosely set in a theme park, you get to drive/pilot all manner of remote control cars, trucks and boats around a range of courses given the Disney high concept treatment – puntastic track names like *Cars Attacks*, *I Know What You Drove Last Summer*, and the *Temple of Vroom* set the tone. You then race seven opponents, picking up weapons and power-ups on the way. That's pretty much it. The modes on offer are the ubiquitous clutch of Quick Race, Championship, Time Trial and two-player. There are cars to win, courses to unlock and there's even a track editor which, although relatively unique to the racing genre, doesn't really add anything to the game.

At heart, *RC Revenge Pro* is little more than a rehashed version of the similarly titled *RC Revenge*. The frame rate and graphical sheen tell you that it's not a 32-bit console game, but otherwise you'd be hard pressed to tell. Graphically this actually does the PS2 a disservice. The physics engine accurately mimics the feel of the scaled-down vehicles, but when you can race 'real' cars in *Ridge Racer V* and *Gran Turismo 3* next year you may find yourself wondering why you're learning the handling characteristics of a foot-long 4X4 called the Canary XL.

It's a pity, because the game boasts some nice features. The background animations have a cute



Oh the horror! A pity that not all of it is intentional.

charm and the courses are imaginatively put together. Best of all are the hybrid courses that alternate between land and water during the course of the race, causing your vehicle to transform from a terrain-loving beast to water-cruising beauty. Your opponents are malicious, encouraging a yo-yoing of positions in any given race but, of course, you can blow them off the track with one of your many power-ups.

With its unique angle on vehicular action and its courses, freed from the niggling restraints of reality, *RC Revenge Pro* could have been the first really great 'cute' racer on the PlayStation 2. The timing of its release suggests that being first on the shelves was fairly high on Acclaim's list of priorities. However, with underachieving graphics and a sparse selection of game modes to play with, the overall feeling you get from playing it is that the 'great' part came considerably further down that list. For £40 you would expect a bit more than this. □ **Paul Fitzpatrick**

### RC REVENGE PRO

**Why we'd buy it:**  
- Ability to race on land or water  
- Imaginative track design

**Why we'd leave it:**  
- Graphics that don't even begin to work the hardware  
- Gameplay that can reward random violence as much as skill

**A missed opportunity to further improve a franchise that could have used it. There is fun to be had, but it's constantly being smothered by a lack of ambition.**

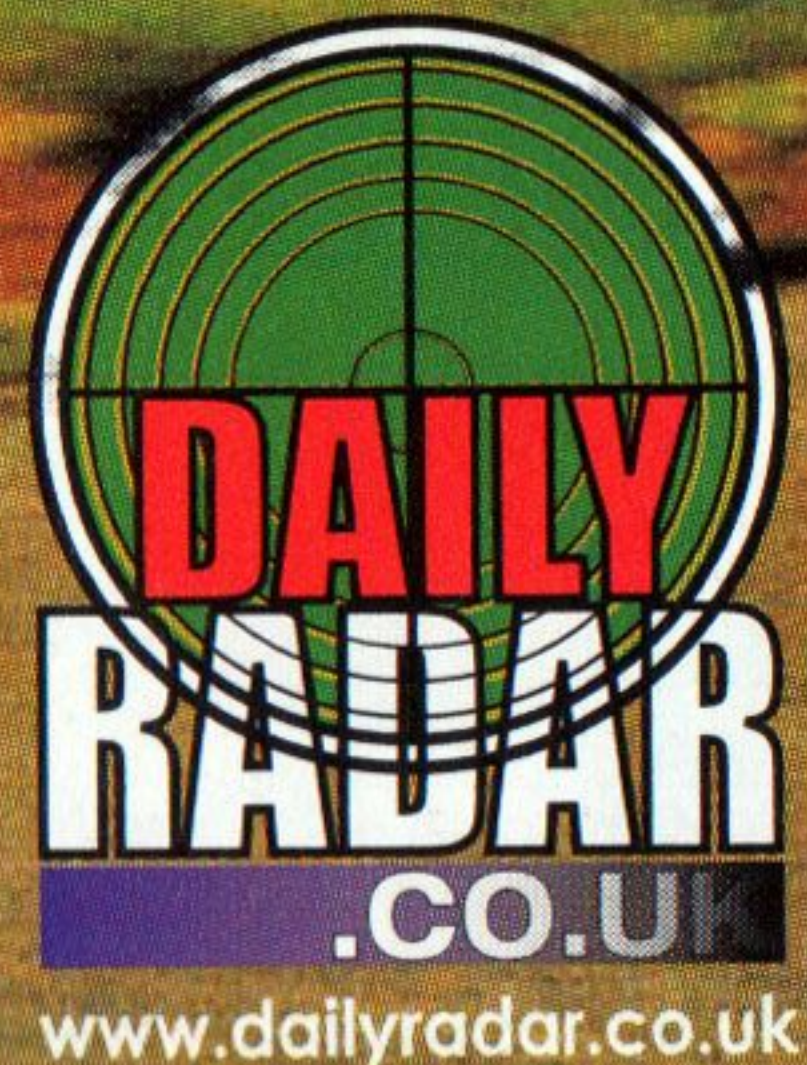
<b>Graphics</b>	Really belong on a lower spec machine	02
<b>Sound</b>	Functional but too repetitive	03
<b>Gameplay</b>	Feels like you're racing toys, and suffers for it	03
<b>Life span</b>	Won't get under your roof let alone your skin	03

03

PS2 VERDICT



Can't wait?



Computer and video games, DVD and movie news, as it happens.

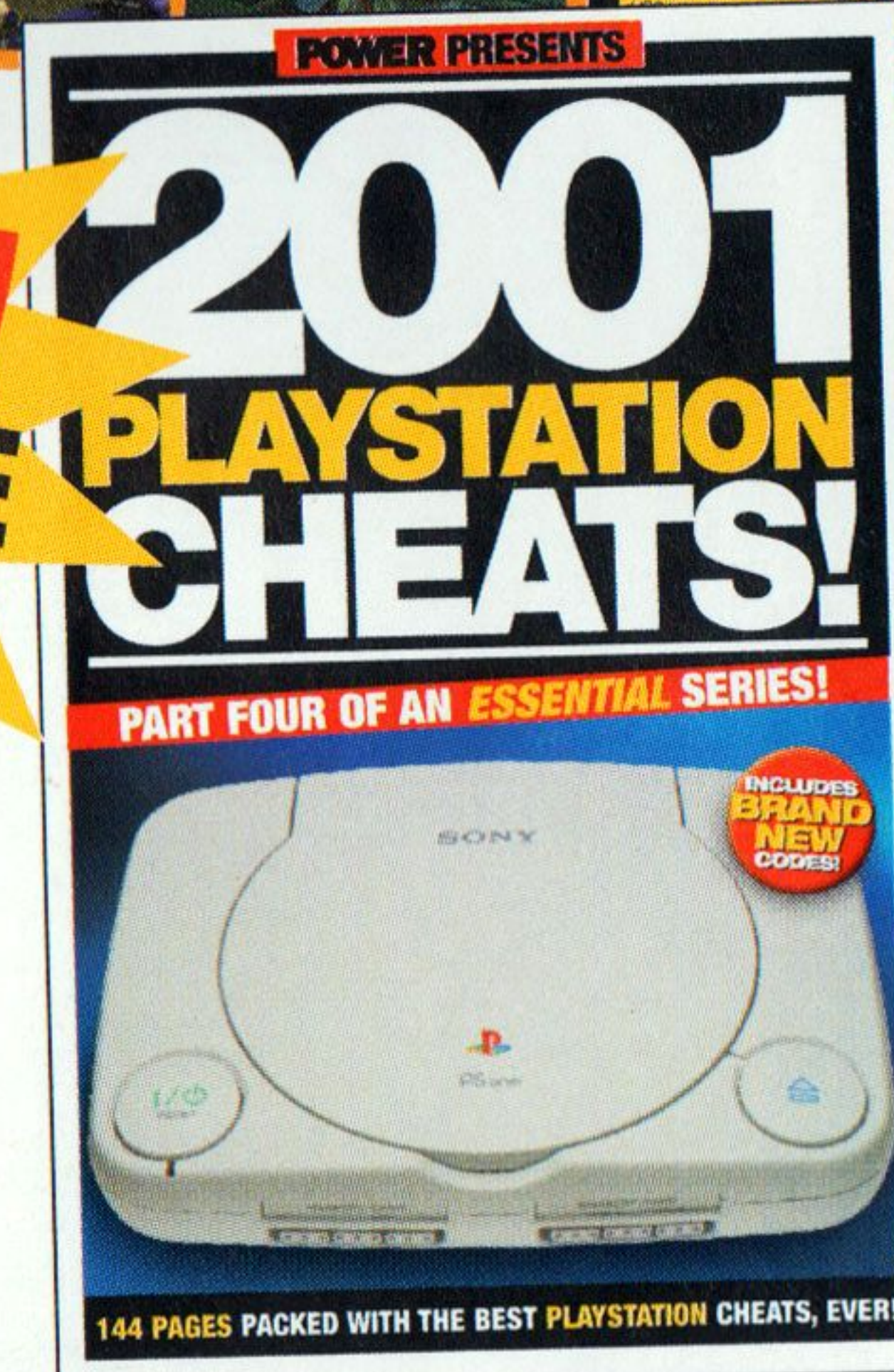


# IN THIS MONTH'S POWER



**FREE IN  
POWER**  
The PlayStation  
Magazine

**PLUS!**  
144 PAGE  
BOOK



## NEXT GENERATION

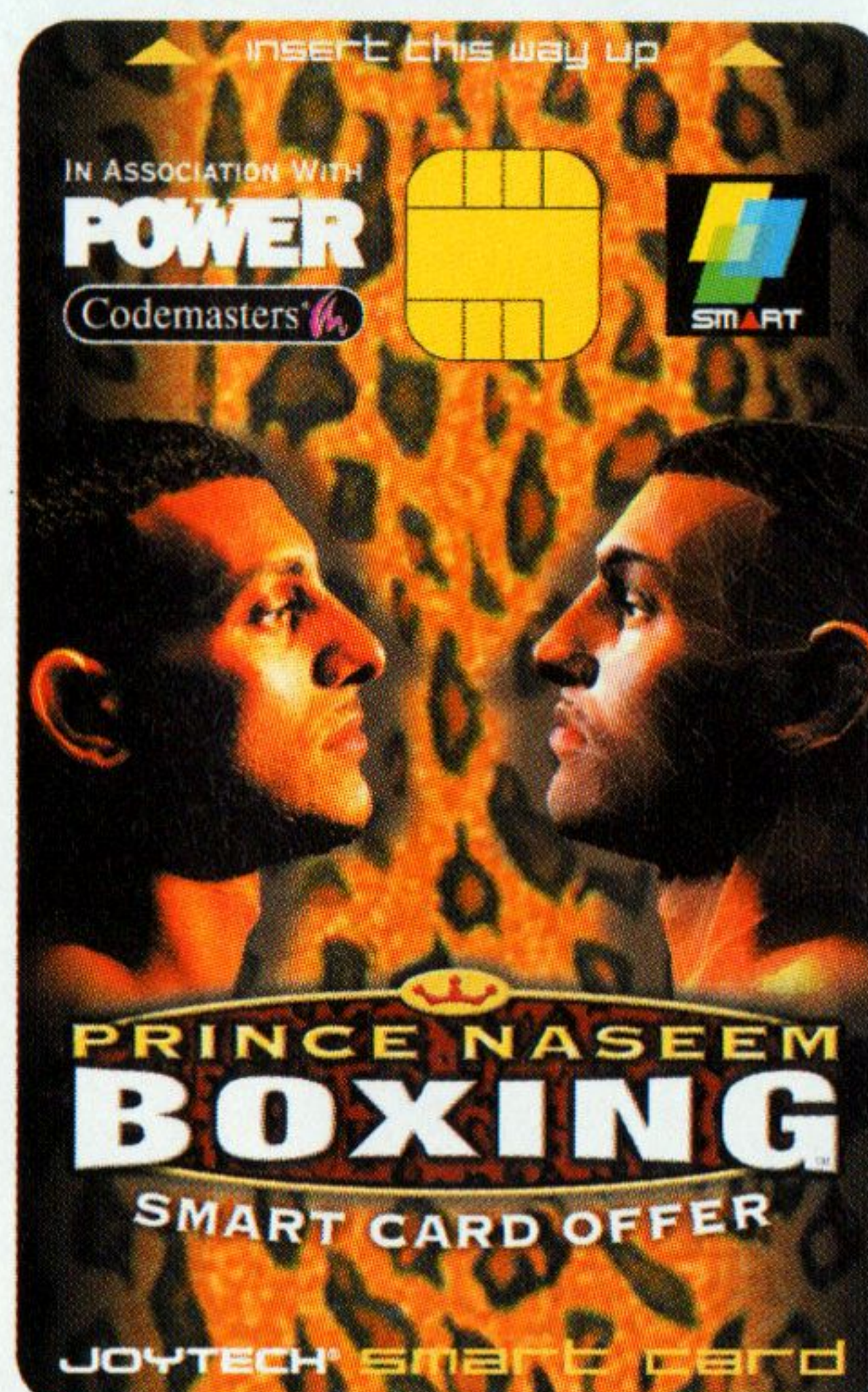
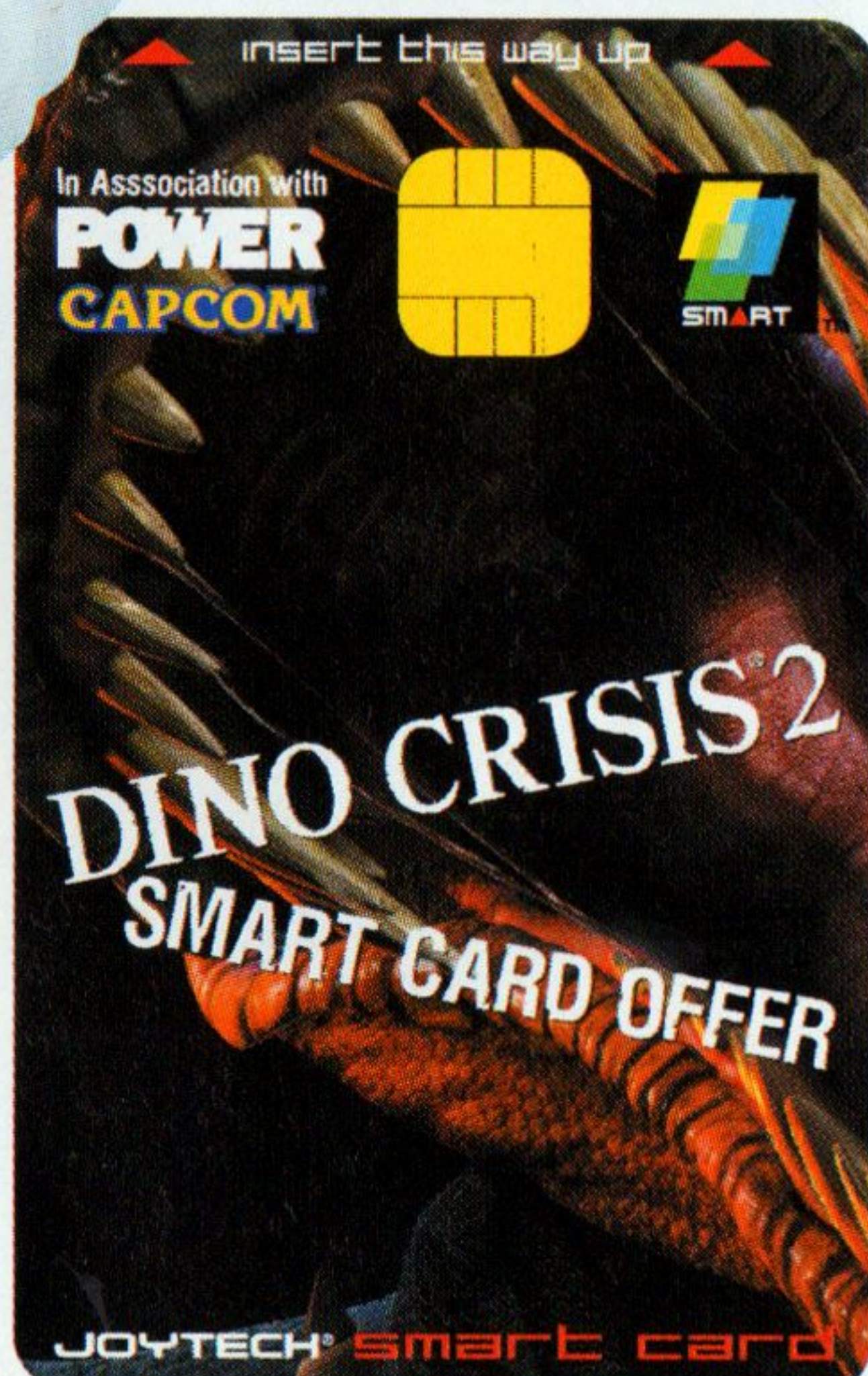
The PlayStation 2 has landed and we've got reviews of all the essential launch titles, plus an exclusive UK review of *Dead Or Alive 2*!

## PS ONE REVIEWS

The little grey box is still going strong, and we've got all the latest reviews, including *Driver 2*, *The World Is Not Enough* and *Medal Of Honor 2*!

## FREE MEMORY CARD DEVICE!

We're giving away vouchers to get money off limited edition wafer-thin Smart Card memory cards, plus a free adaptor to use them!



# ON SALE MONDAY 27 NOVEMBER





On some screens skill isn't exactly a factor. They're so easy that all you have to do is close your eyes, point your bubble and let rip.



Bubbles in columns. Now there's a great concept to keep the franchise alive if we ever saw one!

### WALKING THE DINOSAUR

They are some of the gaming world's most ancient creatures, roaming the vast planes long before modern man. And here is their definitive history.

**1986 BP2** (Before PlayStation 2) **Bubble Bobble**

**1987 Rainbow Islands**



**1990 Parasol Stars**

Bub and Bob in their last human appearance round off the original Bubble Bobble trilogy with deadly umbrella antics, water bombs and a return to two-player action that *Rainbow Islands* sadly lacked.

**1993 Bubble Bobble 2**  
**1993 Bust-A-Move**



**1994 Bubble Symphony**  
Bubble Bobble gets a lick of paint, 100 brand new levels and a new found audience on the SNES. It looks fantastic but missed out of on the mass appeal of the original. Check it out on an emulator.

**1995 Bust-A-Move Again**

**1996 Bubble Memories**



**1997 Bust-A-Move 3**  
Introducing chain combinations and new characters, the series looked to be in good hands. This was last good game in the series on the PSone, after this they went slightly astray.

**1998 Bust-A-Move 4**

**1998 Bubble 'n' Roulette** (Japan only)

**1999 Classic Bubble Bobble** (Japan only)

**1999 Bubbled No KuruKuru Jump!** (Japan only)

# SUPER BUST-A-MOVE

Bubble bursting fun is a guarantee for gaming success. Until now that is...

**Publisher:** Acclaim  
**Developer:** Taito  
**Price:** £39.99  
**Players:** 1-2  
**Out:** Now  
**Web site:**  
[www.acclaim.com](http://www.acclaim.com)

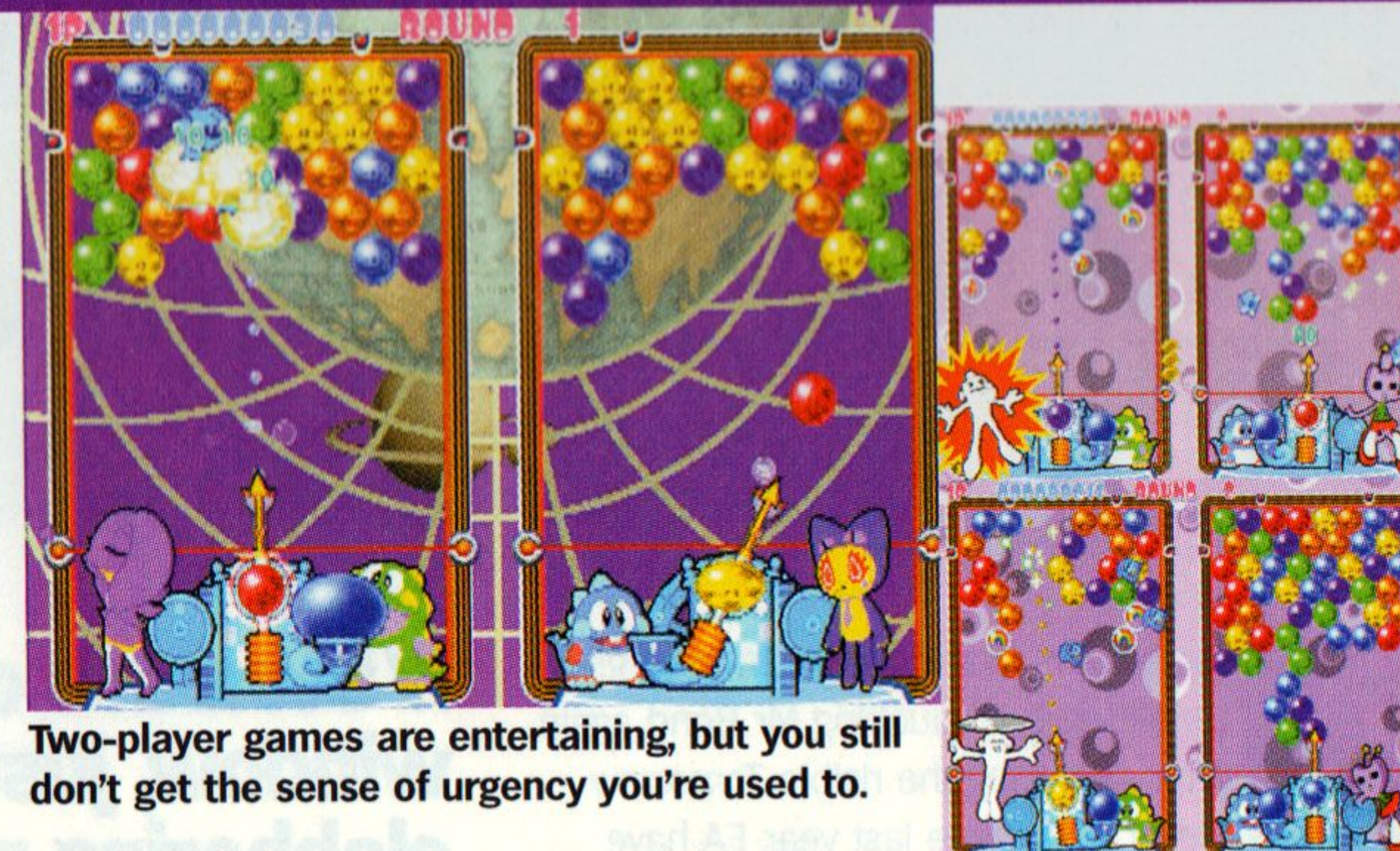


We promise this won't happen again but we're about to recommend something verging on suicide. We're about to suggest that a PlayStation 2 game shift its allegiance from all things 128 bit to the more comfortable surroundings of that knackered SNES you've seen in your local Oxfam, or even the snug monochrome home of the latest Nokia screen.

Let us explain. The sad fact is that *Super Bust-A-Move* has no place on the PS2. For the uninitiated, *Bust-A-Move* is a true classic up there with *Tetris*. You fire bubbles, you explode bubbles, you win, you lose, you start again for the rest of your life. Unfortunately, while the game has never exactly relied on its graphical muscles – nutso manga monsters aside – it just looks, well, *wrong* on PS2. No one's asking for Bub and Bob, the dinosaur hosts who featured in all the previous games, to be rendered with realistic hair and driving a Lotus Elise from *GT3*, but this is PS2 – surely something could've been done to make the game worth more than the twenty quid it so obviously should have been priced at?

That said, odd token gestures have been thrown in to improve the gameplay. Rather than the predictable bubble-bursting of yore, now bubbles turn into bowling balls and rip through clusters of spheres, clearing whole sections in record time, mini balls sneak through cracks in groups while conveyor belt walls ricochet bubbles in all directions. These inclusions are refreshing to the series and indicate how it may progress in the coming years. Unfortunately, the quantity and consistency with which they appear is minimal.

The main gripe with *Super Bust-A-Move* revolves around the distinct lack of anything to do. You can either go head-to-head with a friend or against the CPU – something we're all too familiar with these days and a feature that hasn't altered since the first *Bust-A-Move* game – or drag your snoring carcass through the dreary Puzzle mode. Bear with us here: you start in area 'A' and have to



Two-player games are entertaining, but you still don't get the sense of urgency you're used to.

complete a smattering of bubble puzzles before being given the chance to branch out to an adjoining letter, 'B' or 'C', continuing, until you finally reach, yes, area 'Z'. Then it ends. Fin. Game Over. Alphabetti spaghetti is more entertaining.

On a lesser system, *Super Bust-A-Move* would hold a semblance of credibility. On PS2, it's just baffling. There are areas where you coax yourself into another ten minutes but take a peek at the likes of *TimeSplitters* or, more relevantly, *Fantavision* and you're left bewildered. This game could easily be released on any format so why choose the console that's going to make it look the lamest – especially when it's virtually the same game as its predecessors? The bubble has most definitely burst. ☐ **Ben Lawrence**

### SUPER BUST-A-MOVE

**Why we'd buy it:**  
- It's so damn cute  
- Playable for a while  
- It's also the first PS2 Bust-A-Move game

**Why we'd leave it:**  
- It ends far too quickly to be satisfying  
- Doesn't really belong on such a sophisticated system

**Dated and not very fitting as an exercise of the PlayStation 2 capabilities. Puzzle addicts should look to Bust-A-Move 3 for PSone and buy that instead.**

<b>Graphics</b>	Bright, breezy and fun	07
<b>Sound</b>	Very Japanese. Annoying in other words	04
<b>Gameplay</b>	Great while it lasts	05
<b>Life span</b>	You're having a laugh	02

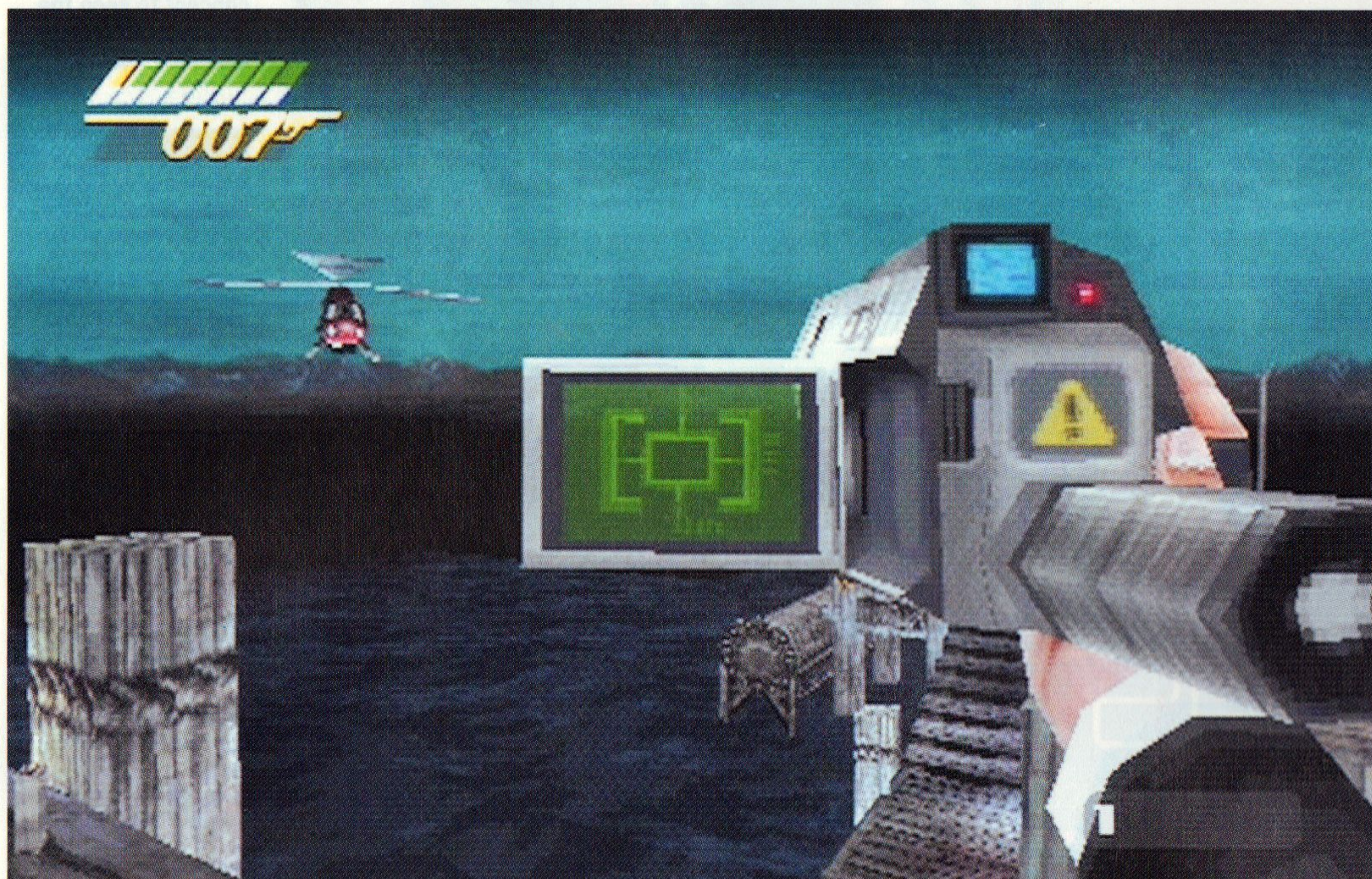
04

PS2 VERDICT



Edited by: Dan Mayers/Lee Hall

# PS one™



(Left) All the familiar Bond weapons are present alongside the modern day mega guns.

## THE WORLD IS NOT ENOUGH

The PSone incarnation of next year's *Quake* shooter is out now. Time to load up...

**Publisher:** Electronic Arts  
**Developer:** Black Ops  
**Price:** £29.99  
**Players:** 1  
**Out:** Now

PSone™

THE WORLD IS NOT ENOUGH

<b>Graphics</b> Some of the crispest on Psone	09
<b>Sound</b> Sharp and tension-building	07
<b>Gameplay</b> Hamstrung by AI and design flaws	06
<b>Life span</b> A hard day's fight with little replay value	05

The opening and closing levels are dead enjoyable, but the whole thing falls apart in the middle.

07

VERDICT



Developers Black Ops must have given up all hope of touching Mr Bond again after delivering the risible *Tomorrow Never Dies* game last year. EA have given them a second chance however, and it looks as though they've been doing a bit of research into the makings of a good 007 game – namely a crash course in Rare's classic first-person shooter, *GoldenEye*. All the elements that went into that game are here by the bucketload – guns, ammo, girls and gadgets – but whether it's the graphics or the patchy gameplay *TWINE* doesn't come close to meeting the mark. That said, it is considerably better than *Tomorrow Never Dies*.

Eleven scenes make up Bond's journey through Europe and the Middle East on the trail of devious witch Elektra King. Kicking off in Spain, Bond infiltrates a bank, steals some evidence and hot fots it back to London just in time to see the

**//Stealth's out of the window, just run round clobbering people and you'll be fine//**

MI6 building on the South Bank blown sky high. Enter a typically twisty-turny plot that ends in many a violent death. Ace. The opening chapters are great, bounding down corridors and alleyways, picking up a barrage of ordnance and using some of R's clever gadgets including the grappling hook disguised as an Omega Seamaster wristwatch. You'll notice a bit of sloth in the weapons changing area, which is fatal for a first-person shooter, but otherwise it's an enjoyable jaunt.

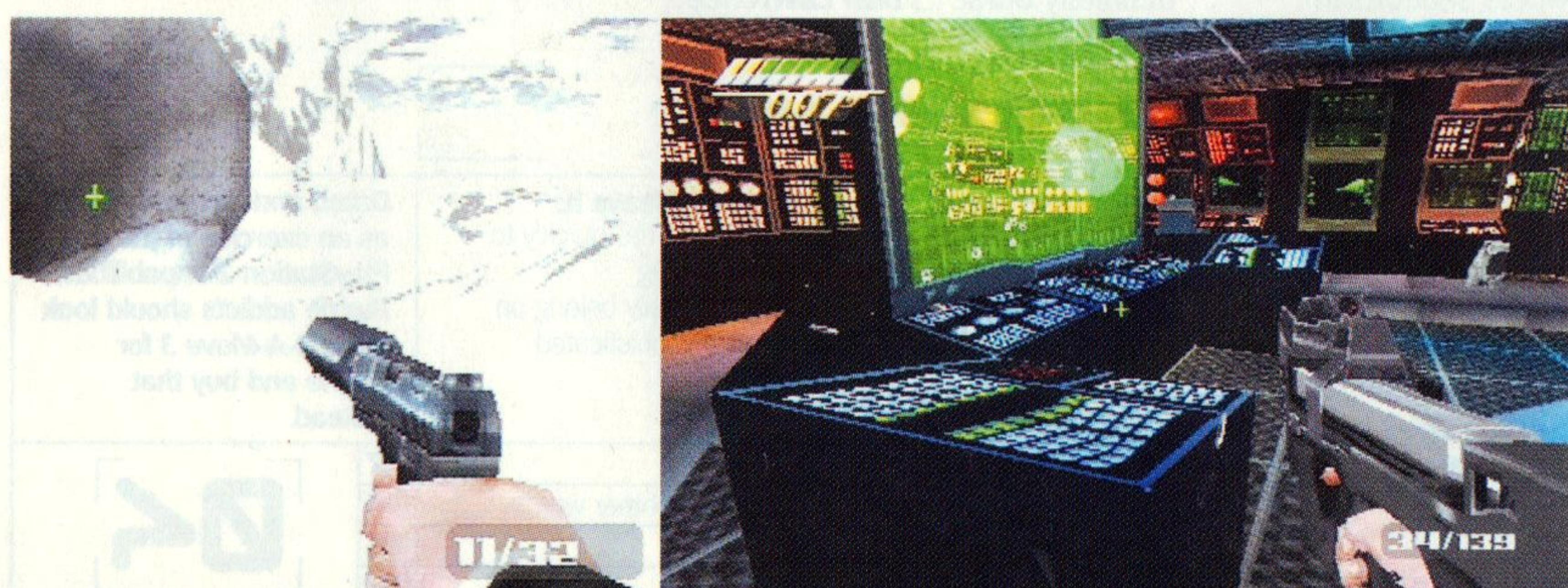
Unfortunately, the middle of the game is where it all goes wrong and you quickly realise that no



The game combines hi-octane spy action with quintessentially British touches.

matter how much it purports to be a MGS-style stealth-'em-up, the emphasis is actually on blasting away as many people as possible. See, *TWINE* is an arcade shooter, not a strategy-based mission-led game. Example? Bond stalks around armed with a tranquillizer gun which implies some kind of stealth might be appropriate. Shooting a guard with a dart lays them out cold for a few seconds, but smacking them round the head with a fist renders them dead forever. So stealth's out of the window – just run round clobbering people and you'll be fine.

Once the rules of engagement are sussed out *TWINE* turns into an enjoyable bullet-strewn romp, although some fundamental problems like the speed of the weapon change never iron themselves out. It's worth persevering to see Bond chasing villain Renard round a nuclear sub, but it's very much a hillbilly cousin to *GoldenEye*. We were expecting more, Mr Bond. □ Dan Mayers



*TWINE*'s backgrounds are less than stunning in contrast to the sumptuous film settings.



# KNOCKOUT KINGS 2001

One step closer to simulation heaven or raw tedium?



The antithesis to the no skill, arcade thrill of *Ready 2 Rumble*:

*Round 2* (also on PSone), *KK2001* is even more conservative than its

predecessor as a depiction of boxing. The range of moves and punches are great while accurately presented, named boxers past and present adds substance to the trademark EA gloss. The collision detection is fractionally off though.

With a host of real arenas, a World Championship Mode and a competitive two-player option, the title possesses some depth. The only flaw is the introduction of a Fantasy Match-up Mode, which is redundant as you can set up the matches in two-player mode anyway. ☐ Lee Hall



Even female boxers appear in a game desperate to simulate every sanitised aspect of the sport.

**Publisher:** EA  
**Developer:** EA Sports  
**Price:** £29.99  
**Players:** 1-2  
**Out:** Now

PSone™

A realistic and rewarding antidote to the arcade insanity of *Ready 2 Rumble*. It's always going to appeal far more to fight fans.

08

VERDICT

# WWF SMACKDOWN 2

The best wrestling game of all time. Not hard, that..



Sadly *Smackdown 2* will be damned by feint praise in the history books. Yes, it's the best wrestling game ever, but it's

also a fine game in its own right. With 50 wrestlers, each with a signature move, there is no shortage of choice for gamers. Add to that a huge Career mode and a disturbing range of matches like the Coffin Match and Ladder Match.

The graphics remain as commendable as the first game's while this time the wrestlers now respond even more quickly to your commands. It's probably the most two-player fun you can have on a PSone at the moment, and of course, the Wrestler Editor is always good entertainment. You should see what we've built... ☐ Lee Hall



There are 50+ pro wrestlers in THQ's grappling tour de force.

**Publisher:** THQ  
**Developer:** Jukes  
**Price:** £29.99  
**Players:** 1-4  
**Out:** Now

PSone™

Any sports game where you can give the commentators and the managers a thorough lashing has got to be good.

09

VERDICT

# DANCING STAGE EURO MIX

Don't bother unless you've got a dance mat..



Dancing is fun. Dancing to a game would be fun. Not dancing to a game but pressing ← in time to an on-screen prompt however isn't fun. The

hook of bemani game *Dancing Stage* is that finally, like the Japanese games that spawned it, you will finally be able to dance along to such 'classics' as Boyzone's *So Good* with the now-legendary dance mat controller.

Much fun is to be had while prancing around like a wounded elk to *TOTP*-friendly tunes but, beyond Christmas and boozy laughs, unless you've enough cash to blow on the compatible mat, it's not worth it. Just try playing this with a Dual Shock and you'll see what we mean. ☐ Lee Hall



Dance mat thrills brings the unnerving world of wedding discos into your own living room.

**Publisher:** Konami  
**Developer:** Konami  
**Price:** £19.99 (Dance mat sold separately. Mat price TBC)  
**Players:** 1-2  
**Out:** Now

PSone™

Sadly lacking in mass appeal. The theory is sound, but are our wallets big enough? Probably not.

06

VERDICT

# PSone™

## ROUNDUP



### NEWS

#### NET BENEFIT

It's now possible for you to surf the Net on your PSone by hooking it up to a JAVA-enabled mobile phone, announced Sony representatives at the World PC Expo 2000 event. UK gamers can expect to get their hands on the technology in early 2001. The facility allows you to check email as well as visit most Web sites. Better still, you will also be able to download mini-games from the Internet using the same technology.



### PREVIEW

#### 007 RACING

All those beautiful cars from the Bond films, including the super secret agent's famous Aston Martin, will shortly appear in a *Driver*-style racing game. The 15 missions of *007 Racing* are set in classy locations across the globe and you take on the usual repertoire of stereotypical Bond villains. The only worry is that the current low number of missions might mean you've saved the world in time for tea and you'll be left with little incentive to play the game again.



### GOSSIP

#### PANZER FRONT

It's now seems likely that *Panzer Front*, a Japanese Second World War tank simulator, will be released in the UK early next year. Each of the 23 battles featured in the game is historically accurate and you can take charge of either an Allied or German weapon of war. You operate as part of a battle group, often blasting an avenue of attack for your infantry. All of which is backed up by very good-looking visuals. Looks like *Medal Of Honour* had an effect...

## ALSO RELEASED...

Tactical jinkery in **ALEX FERGUSON'S PLAYER MANAGER 2001**, Bandicoot mayhem in **CRASH BASH**, chic two-wheel racing in **DUCATI WORLD**, cartoon high-speed chasing in **WOODY WOODPECKER RACING**, tie-fighter bashing in **STAR WARS DEMOLITION**, knee-scrapping stupidity in **MTV SKATEBOARDING**, undead slaying in **THE MUMMY**, ball tampering in **INTERNATIONAL CRICKET CAPTAIN 2001**, wire-cutting escapology in **CHICKEN RUN**, country lane chewing in **MILLE MIGLIA**, board fun in **GERRY LOPEZ SURF RIDERS**, ice-hockey footie in **FIFA 2001**, snot green present nabbing in **THE GRINCH**, rocking the rink in **NHL 2001**, capital burning skiddery in **LONDON RACER**, lashing George Foreman in **HBO BOXING** and Jurassic jollies in **DISNEY'S DINOSAUR...**







SPECIAL SUBSCRIPTION OFFER

## Two very good reasons to subscribe to Official PlayStation 2 Magazine:



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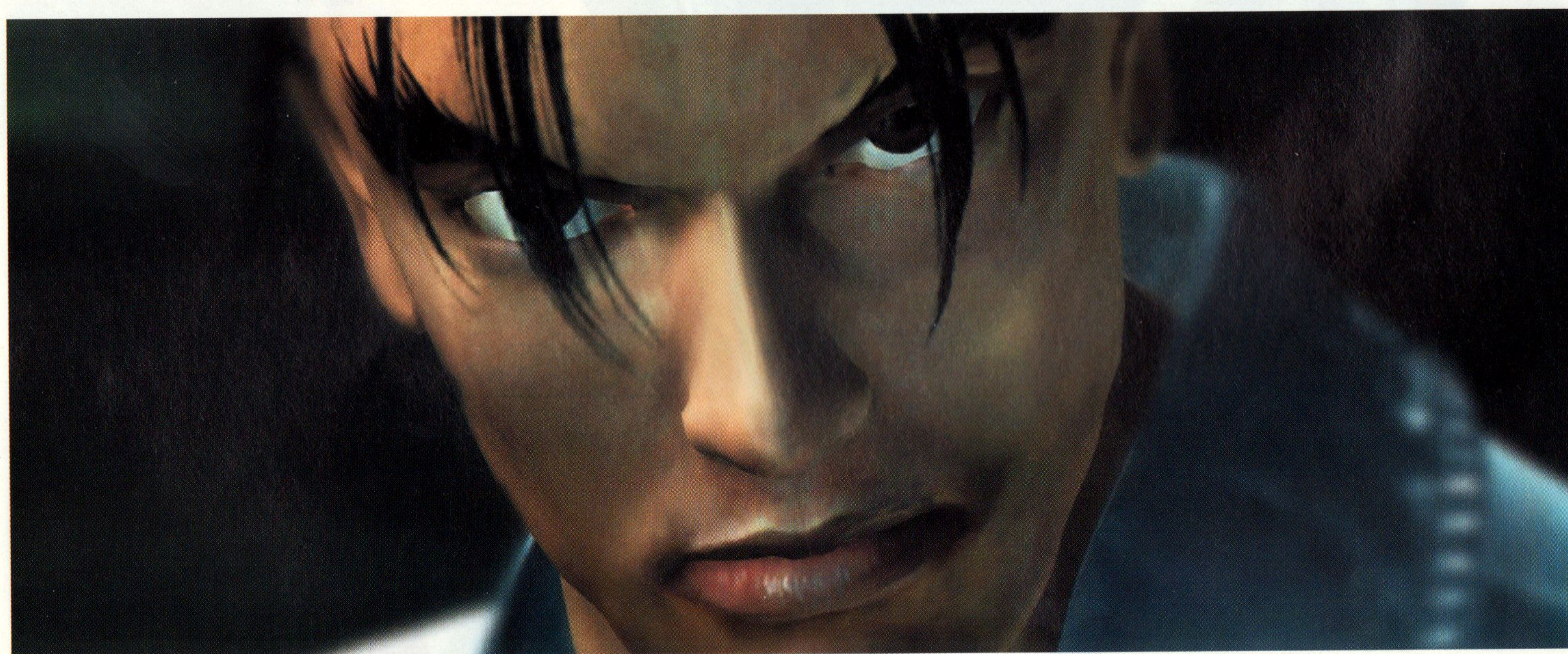
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### 2. You get your copy mailed to your door.

No more sell-out fears. No more trudging to the shops in the rain.

## The only reason not to:



### 1. You don't like games.



Edited by: Sam Richards

# media

DVD/INTERNET/PRINT/MUSIC

PS2 doesn't just play games, you know. Here's some other stuff you might like...

Text by: Sam Richards/Jamie Sefton/Paul Fitzpatrick/João Diniz-Sanches/Graham Dalzell

## TOY STORY 2

Disney/£19.99/Out now

**Film:** Pixar's mesmerising *Toy Story 2* surpasses the first film in terms of energy, humour and stunning visuals. When Andy goes off to camp, Woody is kidnapped by an evil toy shop owner, intent on selling him to a Japanese museum as part of a rare collection of characters from Fifties TV programme, *Woody's Round Up*. While Buzz organises a rescue party, the diminutive cowboy is re-united with his plucky team of Jessie the yodelling cowgirl, Bullseye the horse and Stinky Pete the prospector (sealed inside his original box). Packed with

in-jokes, spectacular set-pieces and animation that will leave you gawping with wonder, *Toy Story 2* is plastic perfection.

**Features:** Preview of Pixar's next movie *Monsters Inc* and its 1986 computer animated short, *Luxo Junior*. Also includes a selection of superb spoof outtakes and three featurettes. The special edition three-disc set out now for £49.99, features both *Toy Story* films and a third DVD stuffed with even more exclusive extras. **JS**

**Verdict:** A visually-stunning and hilarious film that's a DVD must-have. **9/10**







## CHICKEN RUN

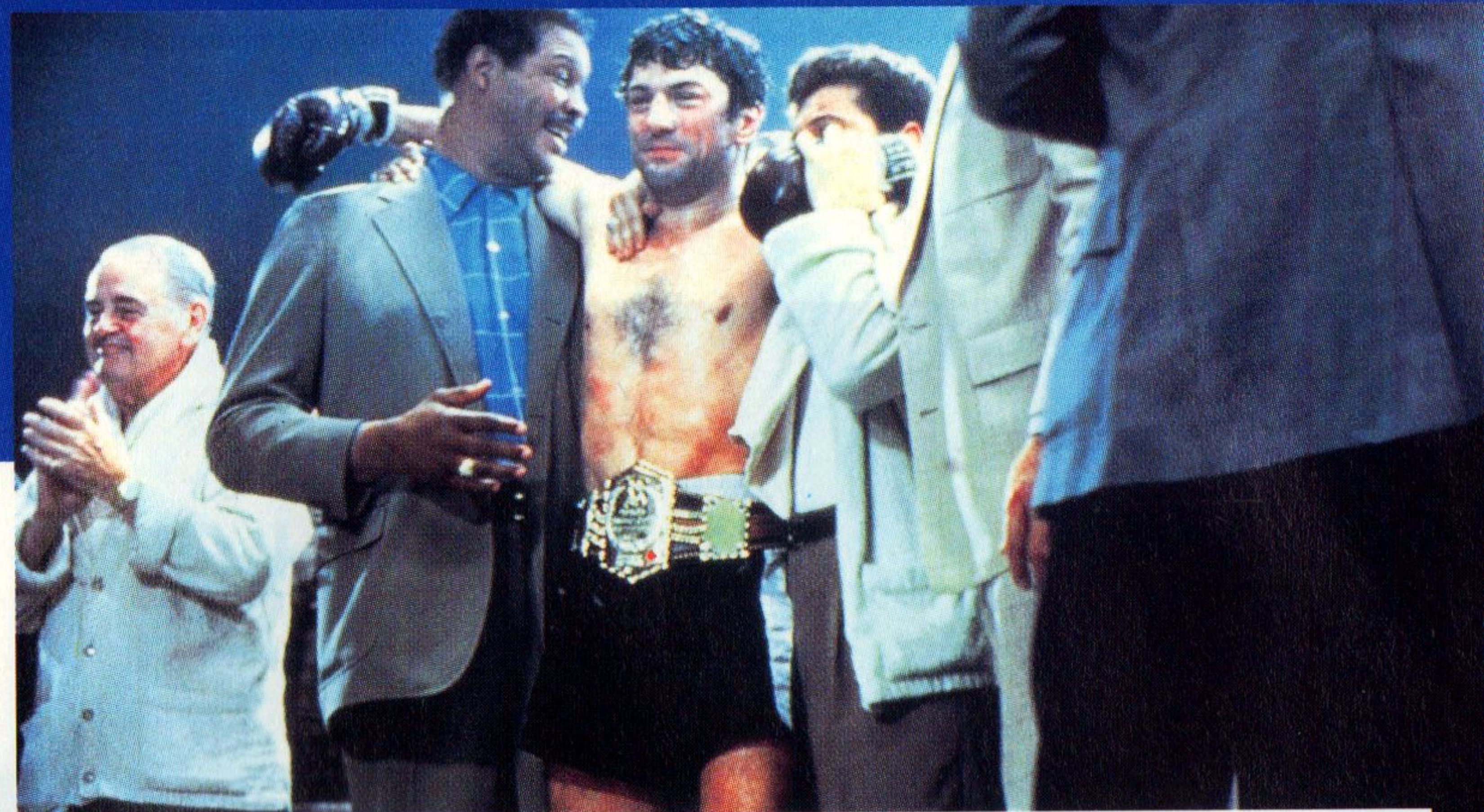
Pathé/£19.99/Out now

**Film:** Of all the animals in the farmyard least likely to rebel, the chickens would surely be the very last species to turn to Marxism and rise up against their human oppressors. Yet that's exactly what they attempt to do in the latest outpouring of seditious rhetoric – sorry, harmless Boxing Day schmaltz – from Oscar-winning animator Nick Park and his Aardman crew. Inspired by the arrival of runaway circus rooster Rocky, the chickens of Tweedy Farm hatch (geddit) their very own *Great Escape*-esque plans. Just in time too, as evil

proprietor Mrs Tweedy has just purchased a fearsome chicken pie making machine.

Mel Gibson is superb as the voice of Rocky, but the comedy Northernisms of Julia Sawalha (feisty chick Ginger) and Jane Horrocks (Babs) soon begin to grate like an entire coop of Victoria Woods.

**Features:** Two documentaries that look at the making of and concept of the film plus Aardman's archive of all its previous work from Morph to Wallace and Gromit. **SR**  
**Verdict:** Impressive animation, but you really fancy a chicken tikka afterwards. **6/10**



## RAGING BULL

MGM/£19.99/Out now

**Film:** It didn't win the Best Picture Oscar at the time, but Scorsese's biopic of troubled middleweight boxer Jake LaMotta was later proclaimed the finest film of the Eighties by many critics. *Raging Bull* is an oddity even now, shot almost entirely in black and white (it's based in the Forties and Fifties) but using more modern techniques to amplify the brutal intensity of the fight scenes. It's not really even a movie about boxing, more about the bruised family life and emotional immaturity of a man whose only creative outlet is the ritualised violence of the ring.

*Raging Bull* is naturally difficult viewing. Jake LaMotta, famously method-acted by Robert De Niro, is thoroughly unloveable, yet the film forces the viewer into an uneasy relationship with him. The film is racked with contradictions and its coda is unsatisfying, but it remains to be one of those rare films which demand your undivided attention.

**Features:** Interview with Jake LaMotta. **SR**  
**Verdict:** The anti-Rocky packs a sizeable punch. Just don't let LaMotta tell you about the time he walked into a bar... **8/10**



## STUART LITTLE

Columbia Tristar/£19.99/Out now

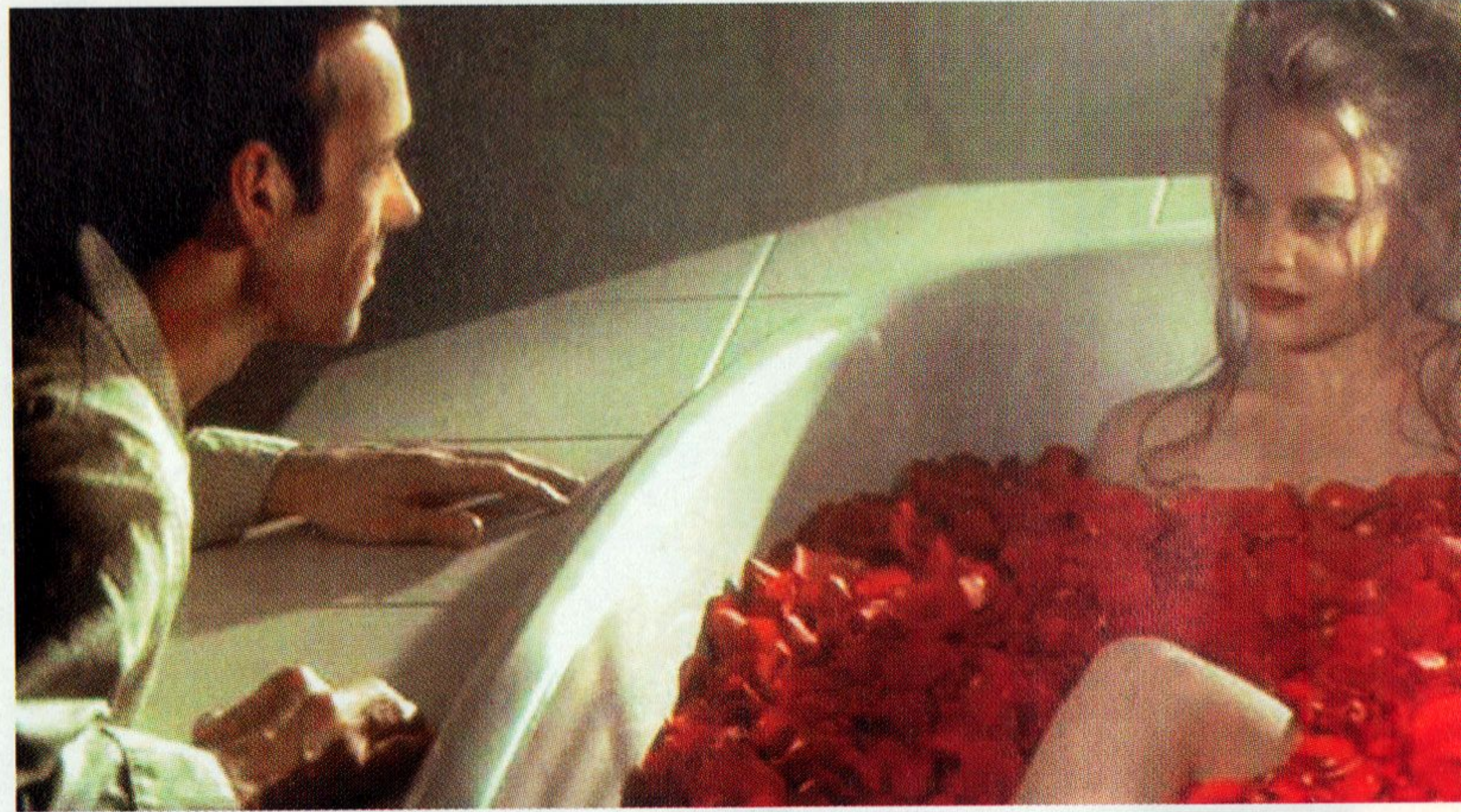
**Film:** As a mouse having spent a significant chunk of his life in a human orphanage, Stuart's hopes of being adopted by a non-rodent couple are finally realised when Mr and Mrs Little (Hugh Laurie and Geena Davies) take him home as a little brother to their son (Jonathan Lipnicki of *Jerry Maguire* fame). The obligatory case of sibling rivalry overcome, he's soon one of the family. "The end?" we hear you cheer. Well, not quite. On cue, Stuart's real mouse parents turn up to spoil the party. And if you've ever sat through a Disney film, you can probably work out the rest. At least the opportunities for promoting spin-off merchandise,

increasingly transparent in this sort of venture, are kept to a minimum.

*Stuart Little* will undoubtedly thrill the growing humans of this world but despite the impressive CG animation, the squeaky-clean, sickly-sweet nature of the movie may be too much for older viewers.

**Features:** A reasonably entertaining trivia game (with varying difficulty levels), audio commentaries, a special effects featurette, deleted scenes, outtakes, screen tests, music videos, concept art and a substantial *Making Of...* documentary. **JDS**

**Verdict:** Great if you're a little person yourself. Otherwise, a little bland. **5/10**



## AMERICAN BEAUTY

Dreamworks/£19.99/Out now

**Film:** It's still astounding to think that a film so subtle, complex and uncompromising, so bereft of special FX and heavy-handed hype as *American Beauty*, received the immense universal critical and public acclaim that it did. Five Oscars and six BAFTAs later, *American Beauty* paints its wonderfully-paced portrait of suburban tension on DVD.

The infallible Kevin Spacey anchors the film as Lester, the respectable husband who quits his job to smoke pot and spend more time fantasising over his daughter's friends. His predicament, a cry for help masquerading as defiance, is echoed by the secret fears of every character in the film.

There are scenes which verge on slapstick and moments of poignancy discovered in seemingly mundane places – witness Ricky's unfathomably touching video of the plastic bag in the wind. As director Sam Mendes explains in his liner notes on first reading the script, "It was funny. It was angry... It was sad... It wasn't at all what it first appeared."

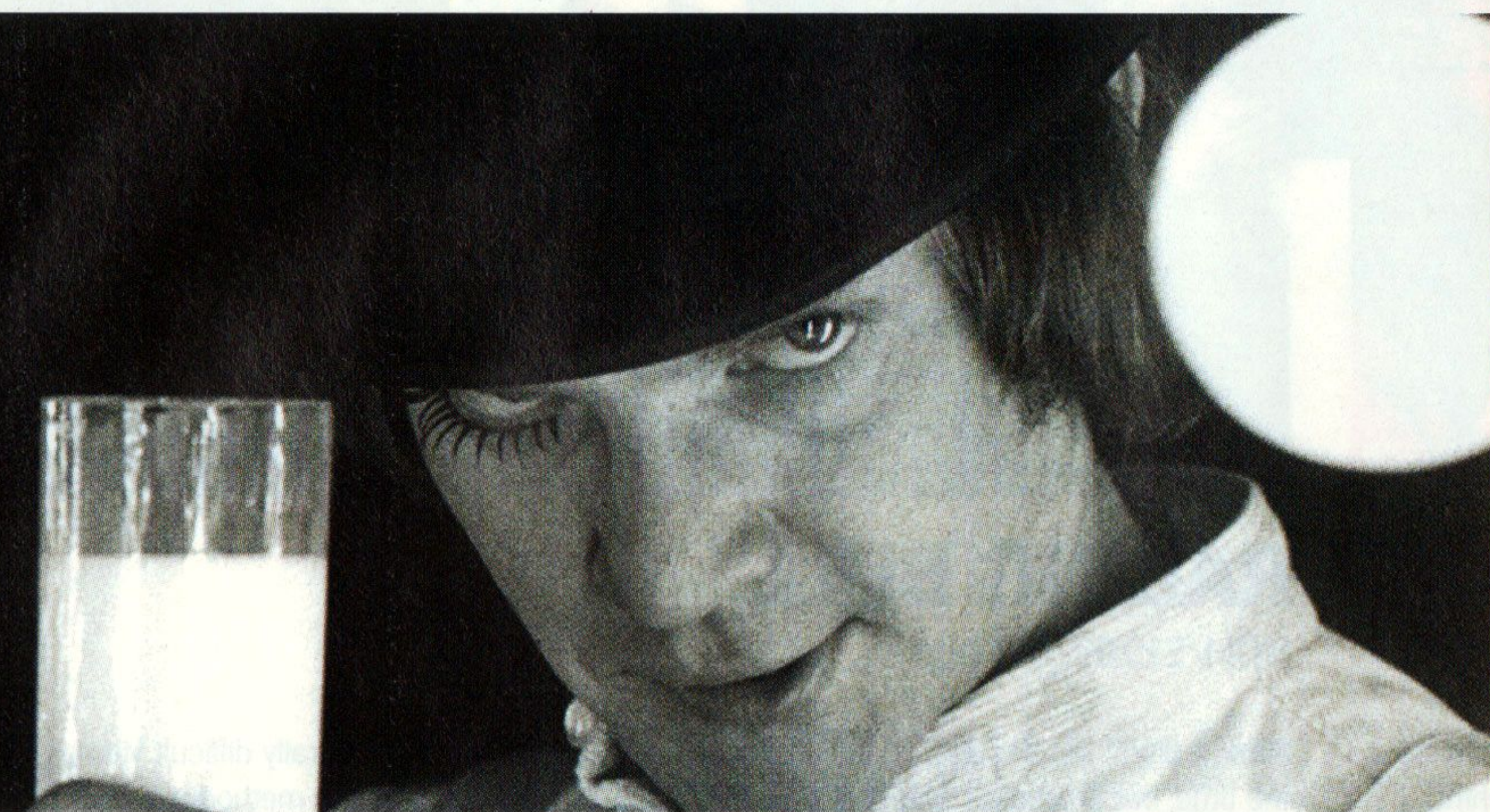
**Features:** *Look Closer*, a revelatory behind-the-scenes featurette plus commentary with Director Sam Mendes and Scriptwriter Alan Ball. **SR**

**Verdict:** A most unlikely blockbuster that demands repeated viewings. **8/10**

### »ALSO RELEASED

**Any Given Sunday** Warners, £19.99/**Deuce Bigalow: Male Gigolo** Buena Vista, £19.99/**The Manchurian Candidate** MGM, £19.99/**Trigger Happy TV Series One** VCI, £14.99/**Edward Scissorhands** Fox, £19.99/**The Miracle Maker** Warners, £15.99/**Buffy The Vampire Slayer Season One (Box Set)** Fox, £44.99/**The Perfect Storm** Warners, £19.99





## A CLOCKWORK ORANGE

Warners/£19.99/Out now

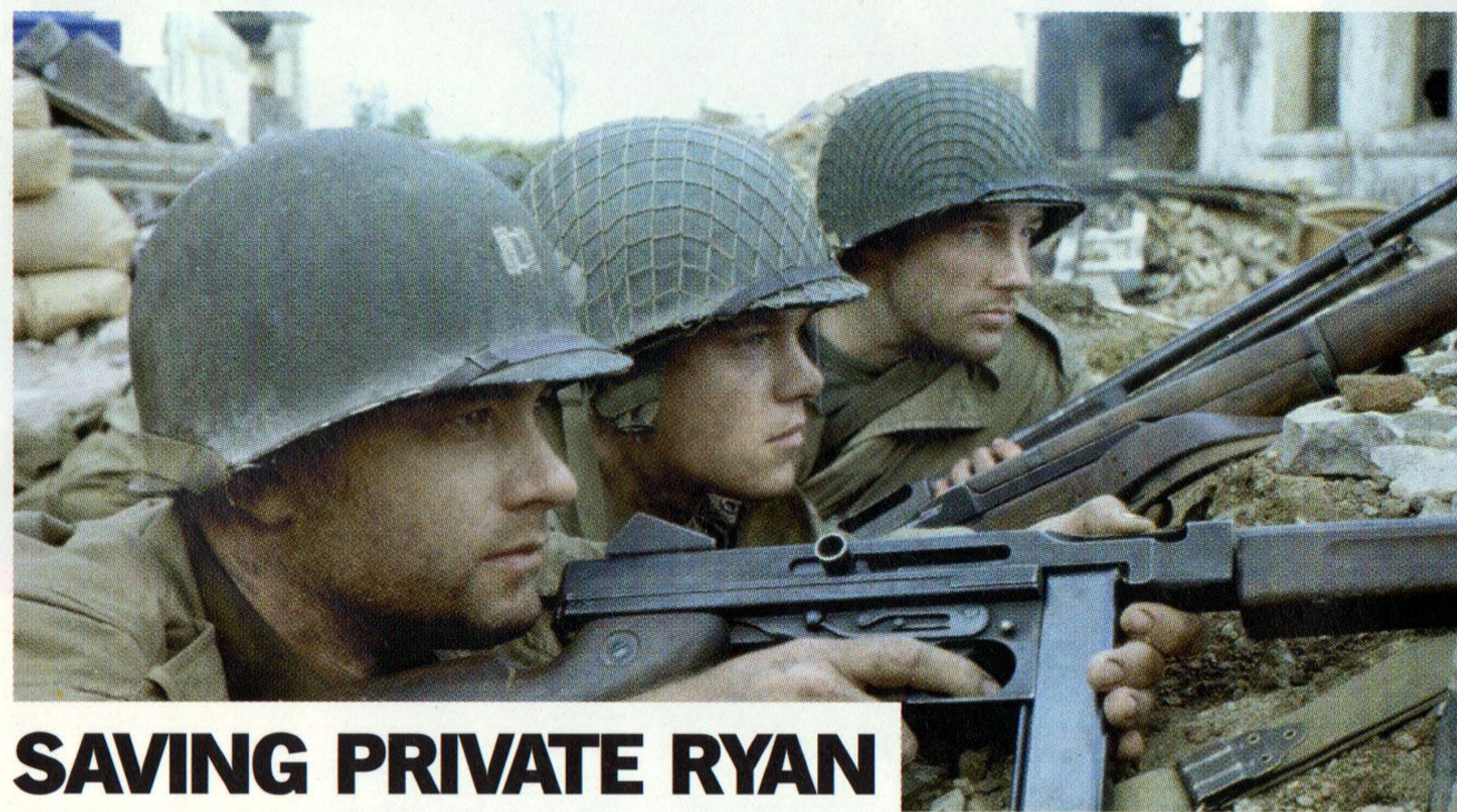
**Film:** Confined to your mate's fuzzy pirate VHS tape for the last 30 years after the director himself withdrew it following copycat attacks, Kubrick's interpretation of Anthony Burgess' thuggish dystopia has lost little of its impact. Dressed in proto-skinhead chic and high on 'moloko with spikes', protagonist Alex and his 'droogs' rape, pillage, torture and abuse anyone unfortunate enough to get in their way.

Alex gets his comeuppance and a spell in chokey follows. The moral repercussions

of the second half seem laboured, as Alex undergoes rehabilitation where he's forced to watch violent films ad nauseum. A suitably deadpan narration by McDowell in the bizarre vernacular of the novel adds to the air of nastiness. Some of the 'futuristic' stylings have dated, but a digital reappraisal is welcome, if only to count the number of references pillaged by the world of rock.

**Features:** None. A wasted opportunity. **GD**

**Verdict:** A lost classic that, although flawed, remains essential. **8/10**



## SAVING PRIVATE RYAN

Paramount £19.99/Out now

**Film:** On its cinema release, *Saving Private Ryan* was a timely slap in the face for the growing majority of people whose only experience of war is the jolly jingoism of films like *Kelly's Heroes* and *The Dirty Dozen*. The justifiably infamous, 25-minute long D-day landing sequence loses none of its visceral force on the smaller screen.

Director Steven Spielberg's talent for anchoring epic action with sympathetic characters has rarely been employed so effectively. The film's central theme – the value of a single life in war – brings the incomprehensible nature of conflict into the realm of the personal and draws the viewer into understanding. Performances are excellent throughout, from Tom Hanks'

weary Captain Miller to an appearance from a scarcely-recognisable Ted Danson. Enormous credit is due to cinematographer Janusz Kaminski who won an Oscar for his work (as did Spielberg). Kaminsk captures even the rare, relaxed moments of the film with what appears to be perpetually dying light. The result is muted and bleak, somewhere between colour and black and white. If you were one of the people dissuaded by the heavy American focus of *Ryan*, it really is worth overcoming now the film is available on DVD.

**Features:** *Into The Breach* documentary tries to cover the real D-Day landings. **PF**

**Verdict:** A great piece of movie making and a worthy addition to any collection. **8/10**



Mr Roger Moore shields the lovely Britt Ekland from a golden shower of bullets. Ahem.

## TOP 10 JAMES BOND DVDS

### Dr No

MGM, £19.99

**Film:** The film that launched a thousand and one vodka martinis, *Dr No* introduced the world to James Bond. The evil SPECTRE headed by the titular nasty are luring NASA's rockets off course.

**Features:** Documentary; BBC Ian Fleming *Omnibus* programme; Featurette; US & UK theatrical trailers; TV/Radio spots; Production design sketches; Stills gallery.

### From Russia With Love

MGM, £19.99

**Film:** Throws 007 into an intriguing plot involving Russian agents, decoding machines and SPECTRE's mysterious cat-fondling super-villain Ernst Blofeld. Stylish, with memorable set-pieces aboard the Orient Express.

**Features:** Audio commentary; Documentary; Three trailers; TV/Radio spots; Stills gallery.

### Goldfinger

MGM, £19.99

**Film:** Goldfinger threatens the Fort Knox gold reserves with an atomic bomb. This film was so popular it cemented the James Bond franchise and included the series' most unsubtle double-entendre with Honor Blackman as the saucy pilot, Pussy Galore.

**Features:** Two commentaries; Two documentaries; Trailer; Publicity featurette; Radio interviews with Sean Connery; Stills gallery; TV/Radio spots.

### Thunderball

MGM, £19.99

**Film:** Bond prevents the blackmail of NATO and the detonation of two nuclear devices. Pioneering underwater photography was used for the frogman harpoon fights.

**Features:** Two commentaries; Two documentaries; Behind-the-scenes gallery; Featurette; Trailer; TV/Radio spots.

### You Only Live Twice

MGM, £19.99

**Film:** Nuclear war is threatened by Blofeld. The end battle in SPECTRE's hidden volcanic base, is one of the Bond films' most exciting climaxes ever.

**Features:** Commentary; Two documentaries; Storyboard; Four trailers; TV/Radio spots.

### On Her Majesty's Secret Service

MGM, £19.99

**Film:** George Lazenby's only outing as 007 has become a sly favourite for Bond fans. Blofeld is back with a plot to unleash a deadly virus on the world.

**Features:** Audio commentary; 40-minute feature; Trailers; Featurette; TV/Radio spots.

### Diamonds Are Forever

MGM, £19.99

**Film:** The evil SPECTRE dabbles with diamond-powered laser-firing satellites. Includes the psychopathic pairing of Mr Kidd and Mr Wint.

**Features:** Commentary; Two documentaries; Deleted scenes; Trailers; TV/Radio spots.

### Live And Let Die

MGM, £19.99

**Film:** Roger Moore ushers in the golden age of the Bond innuendo with power boat jumping, double-decker bus chasing and voodoo action.

**Features:** Audio commentaries; *Inside Live and Let Die* documentary; *On Set With Roger Moore*; Theatrical trailers; TV/Radio Ads and, bizarrely, a UK Milk commercial.

### The Man With The Golden Gun

MGM, £19.99

**Film:** 007 tracks down triple nipples assassin, Scaramanga. Christopher Lee is on top form as the villain while the final hall of mirrors sequence is an optical nerve shredding gem.

**Features:** Audio commentary; *Inside The Man With The Golden Gun* documentary; Stills gallery; *Double-O-Stuntmen* documentary; TV/Radio Ads; Theatrical trailers.

### The World Is Not Enough

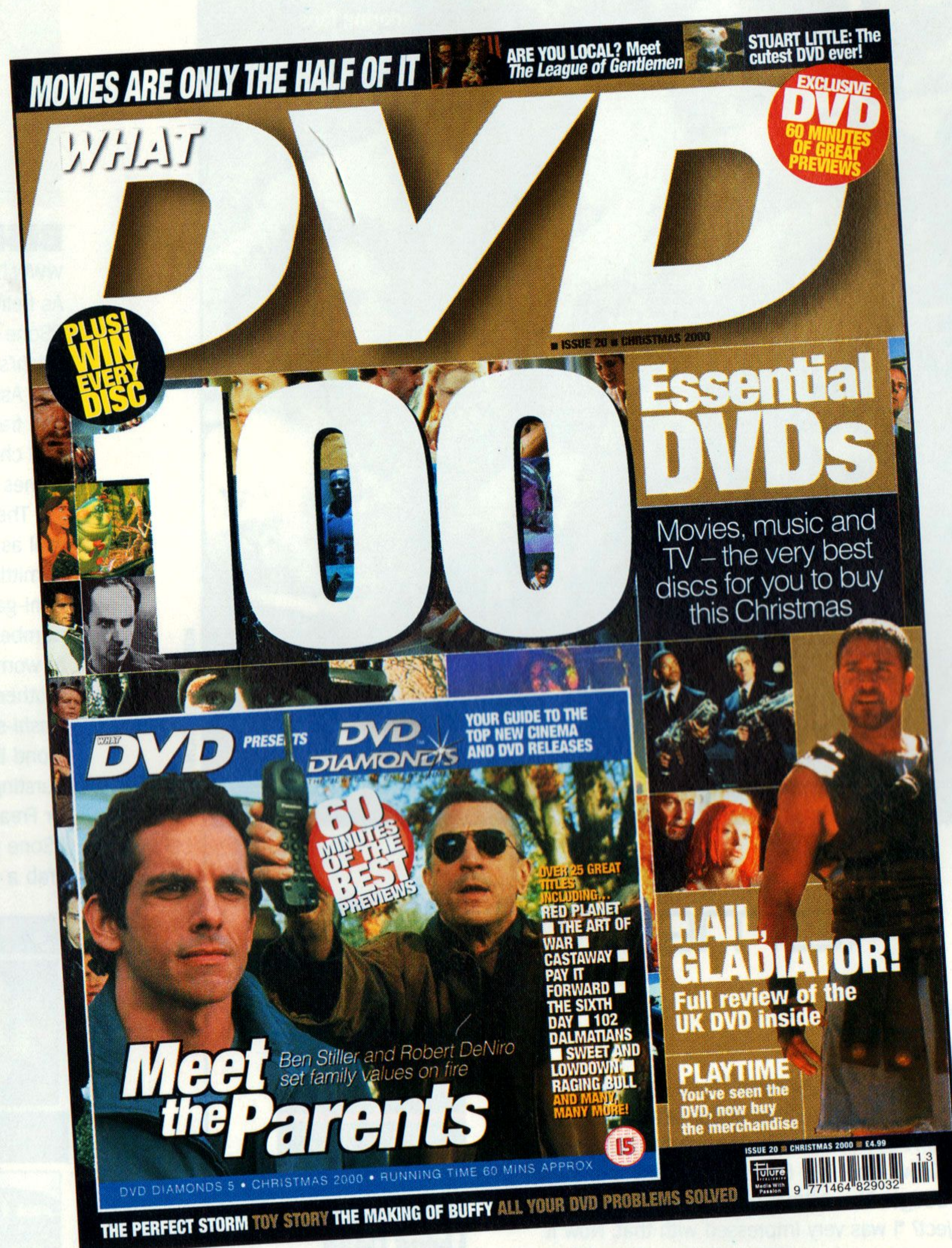
MGM, £19.99

**Film:** From Spain to Azerbaijan via the Millennium Dome (?), the race is on for Bond to stop Renard and discover who is behind the threat of nuclear annihilation. Restored faith to the Bond film after *Tomorrow Never Dies*.

**Features:** Audio commentaries; *The Making Of* documentary; Tribute to Desmond Llewelyn; Bond theme video by Garbage; Three trailers; Three featurettes; Stills gallery; TV/Radio Ads.



# NOTHING ON TELLY FOR CHRISTMAS?



# NO WORRIES.

## THE BEST 100 DVDS OUT TO BUY

Full review of the amazing *Gladiator* DVD  
The making of *Buffy The Vampire Slayer*  
Toys that no DVD owner should be without

ALSO REVIEWED STUART LITTLE THE GREEN  
MILE GET CARTER THE LEAGUE OF GENTLEMEN  
ERIN BROCKOVICH THE MANCHURIAN  
CANDIDATE ABSOLUTELY FABULOUS THE SEX  
PISTOLS AND MANY MORE...





George A Romero is mobbed by his adoring fans.

KOBAL COLLECTION/LAUREL

## George A Romero

Chewing the flesh with the Godfather of gore.

"Zombies to me have always been the blue-collar monsters – they're slow and they're not paid well." George A Romero is talking about his notorious and well-loved trilogy of zombie flicks that began with the black and white low-budget *Night of the Living Dead* in 1968, toured an undead-infested supermarket during 1978's *Dawn of the Dead* and finished in 1985 with the gory underground bunker nightmare of *Day of the Dead*.

So, why zombies? "Well, they weren't that much of a passion," explains the candid and very amiable writer/director. "The idea was to make a little horror film that would be inexpensive enough for us to complete on our small budget." Romero is the innovator of the classic image of a lurching, moaning, flesh-eating corpse, inspiring a whole generation of horror movie directors such as Sam Raimi (*Evil Dead*). However, many of these now classic conventions were the results of happy accidents: "The concept was developed pretty much on set. At first I thought the zombies should be silent, but temptation was too great for some of the actors to just moan, groan and growl. I really liked the idea of them being these shuffling, shambling creatures who aren't really very organised. And they aren't a particular threat – unless they're in a group, or they're hungry..."

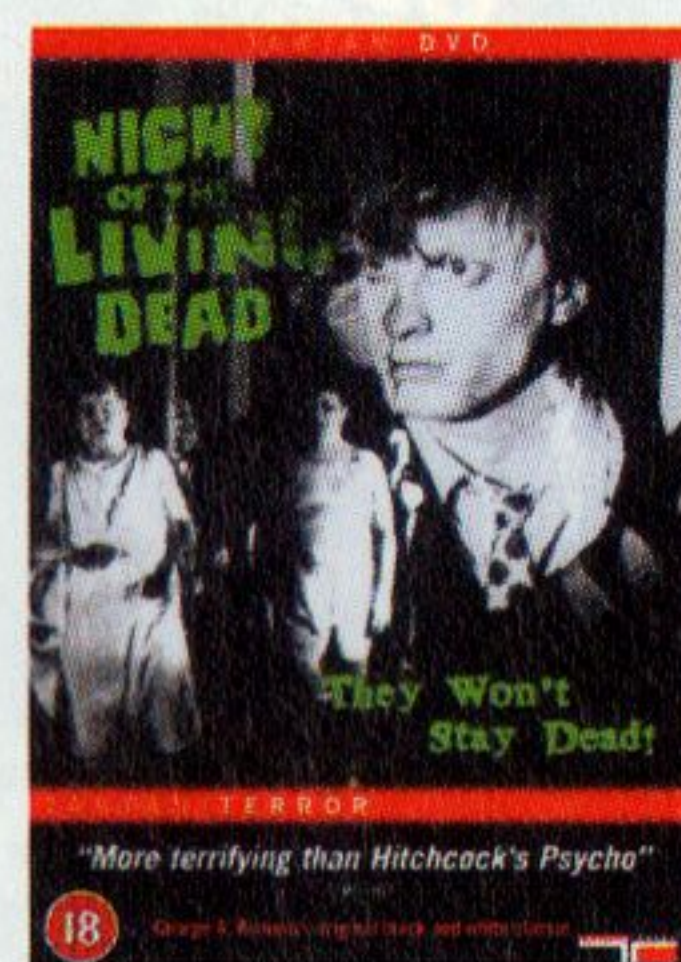
Romero has been directing films for five decades now, producing other B-movie epics including *Season of the Witch* in 1972, grisly EC Comics tribute *Creepshow* in 1982 and 1988's bizarre *Monkey Shines*, where a disabled man develops a psychic relationship with a lunatic monkey helper. When asked which modern horror movies have scared him recently, the influential

director has a disappointed tone in his voice: "I haven't been too excited about what's going on – I haven't seen a lot of innovation. I'm not a big fan of *I Know What You Did Last Summer* and those big budget films." What about *The Blair Witch Project*? "I was very impressed with that. Now it seems that everyone likes to put it down, but I thought they'd really achieved their goal and did a great job. It'll be interesting to see what happens in Hollywood next."

Capcom's *Resident Evil* series was very much inspired by Romero's work and even though he directed an advert for the game in Japan, plans for Romero to direct a spin-off film have now been dropped. "It wasn't Capcom. Constantine Films [owner of the rights to *Resi*] just didn't like the stuff I'd written. It seemed they didn't know what they wanted. It was very frustrating 'cos we really worked hard on it and I really wanted to do it as a way of getting back with my zombie buddies."

So which of the three undead classic movies is Romero's favourite? "I have a soft spot in my heart for the third one, *Day of the Dead*, just because it was the most fun to make. The group that was making it was the friendliest and really involved in what we were doing. I really liked Tom Savini's work (make-up and gore effects) and I loved the character of Bub, the zombie with potential." Romero has recently directed the thriller *Bruiser* starring Jason Flemyng of *Lock, Stock and Two Smoking Barrels* fame, but *Night of the Living Dead* still slowly stalks him. "It's very hard to forget the first film – there's always something very exciting about that." **Jamie Sefton**

\**Night of the Living Dead* is out now on Tartan DVD.



### Night of the Living Dead

A dark and terrifying film, with an intense atmosphere of creeping dread as seven people desperately shelter in a lonely farmhouse while an ever-increasing flesh-eating zombie horde gather outside. George A Romero's first movie was a low-budget black and white classic that still freezes the blood over 30 years later.

#### Extras:

- Romero filmography
- Film review
- Stills gallery

#### Other George A Romero DVDs:

- *Dawn of the Dead* (1978) BMG/£15.99
- *Day of the Dead* (1985) Arrow Films/£15.99
- *Creepshow 2* (1987) Video Collection International/£19.99



### BISHIBASHI.COM

www.bishibashi.com

As befits one of the most riotously insane PSone games to ever hit these shores, *Bishi Bash!*'s one and only fan Web site is quite a trip. Assaulting you with a bright yellow screen and frantic music from the start, the cheap and cheerful lunacy of *Bishi Bash!*'s mini-games paradise is celebrated in true style.

The developer interview is revealing. As well as *Bishi Bash!*'s anonymous creator admitting that he conjures up most of his mini-games on the toilet, he suggests that the number of challenges involving uncles is due to women's attraction to their husbands' brothers. The site also includes its own *Bishi Bash!*-style mini-game in which a suspiciously blond Elvis has to fill up on burgers without bursting his slacks, and as a final warning, Dr Freaky Cat's Sanity Test. One of the bizarrest PSone games ever, *Bishi Bash!* virgins should grab a copy the visit this site immediately. **SR**



### ZEPPOTRON

www.zeppotron.com

From the makers of disturbed *Radio Times* satire TV Go Home (the site which brought you Wanking For Cabs and Mick Hucknall's Pink Pancakes) comes a new forum for sick spoofs. Innovations catalogues are the conduit, but Zeppotron's vile fury rages against pretty much everything while advertising such intrinsically superfluous products as frozen piss popsicle sword kits and the world's most harrowing plates. Brutal. **SR**

### THE TOP FIVE

Have a sneak around OPS2's fave MGS2 sites.

1. [www.konami.co.jp/kcej/products/west/mgs2](http://www.konami.co.jp/kcej/products/west/mgs2)  
The official site, the official lowdown.
2. [www.mgs2.org](http://www.mgs2.org)  
Slick, professional site linked to PS2 Web.
3. [videogamesnet.com/biohazard/mgs2](http://videogamesnet.com/biohazard/mgs2)  
Well-designed fan site from *Resi* followers!
4. [www.metalgearsolid2.co.uk](http://www.metalgearsolid2.co.uk)  
Enthusiastic, but lacking updates.
5. [www.geocities.com/TimesSquare/Hangar/9606/webbing](http://www.geocities.com/TimesSquare/Hangar/9606/webbing)  
Has 61 linked sites, but quality is sparse.



## THE ART OF METAL GEAR SOLID

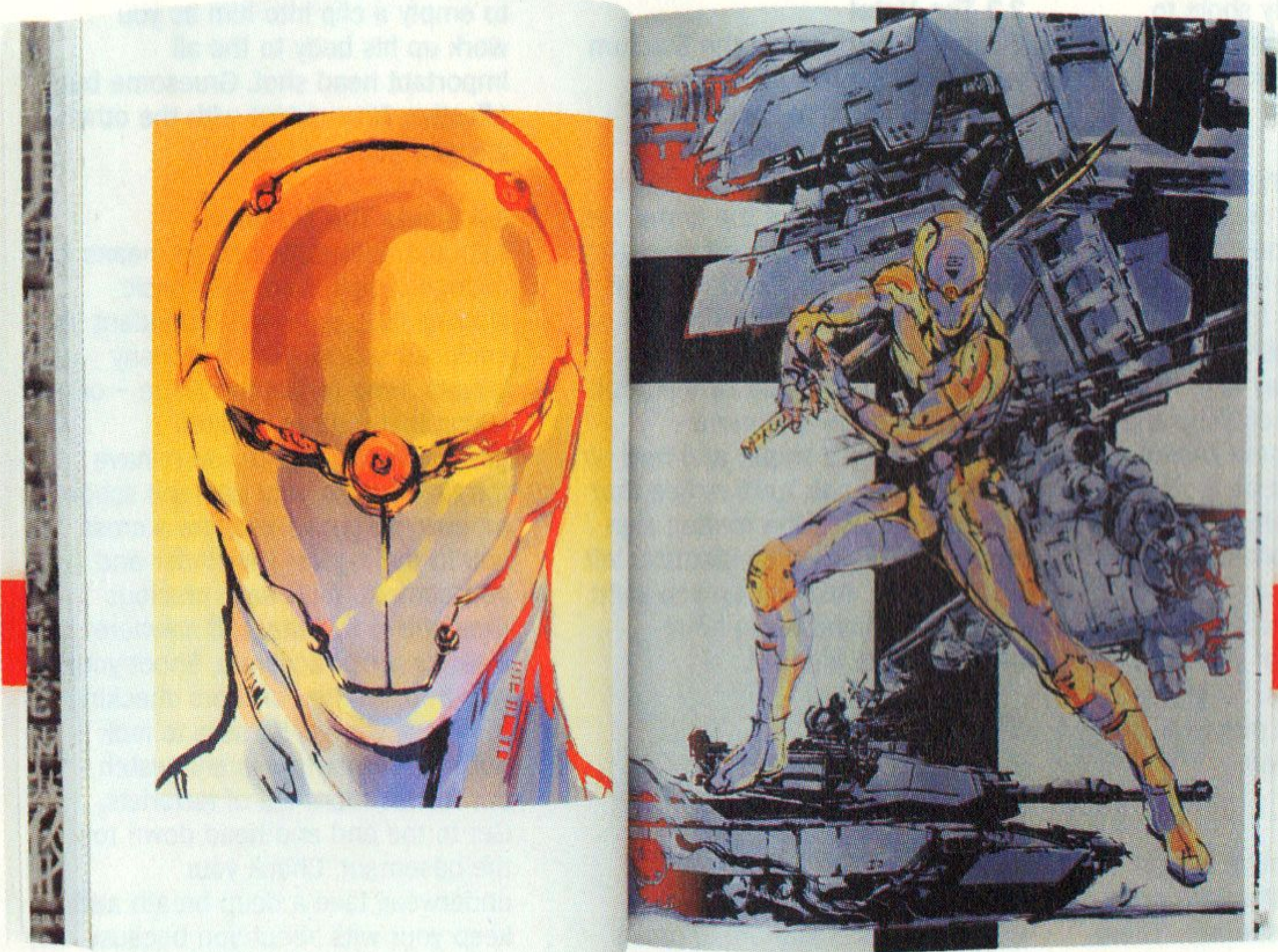
Artist: Yoji Shinkawa/Publisher: Konami/Soft Bank/Price: £Japan only

In OPS2 #01, Hideo Kojima talked about the need for videogames to create subcultures. Of course, no game subculture is more thriving than that of his own PSone title, *Metal Gear Solid*. Hence this beautiful book which is a forum for *Metal Gear Solid* designer Yoji Shinkawa's outstanding artwork.

Containing virtually every piece of MGS-related illustration ever created from vague original sketches to hi-

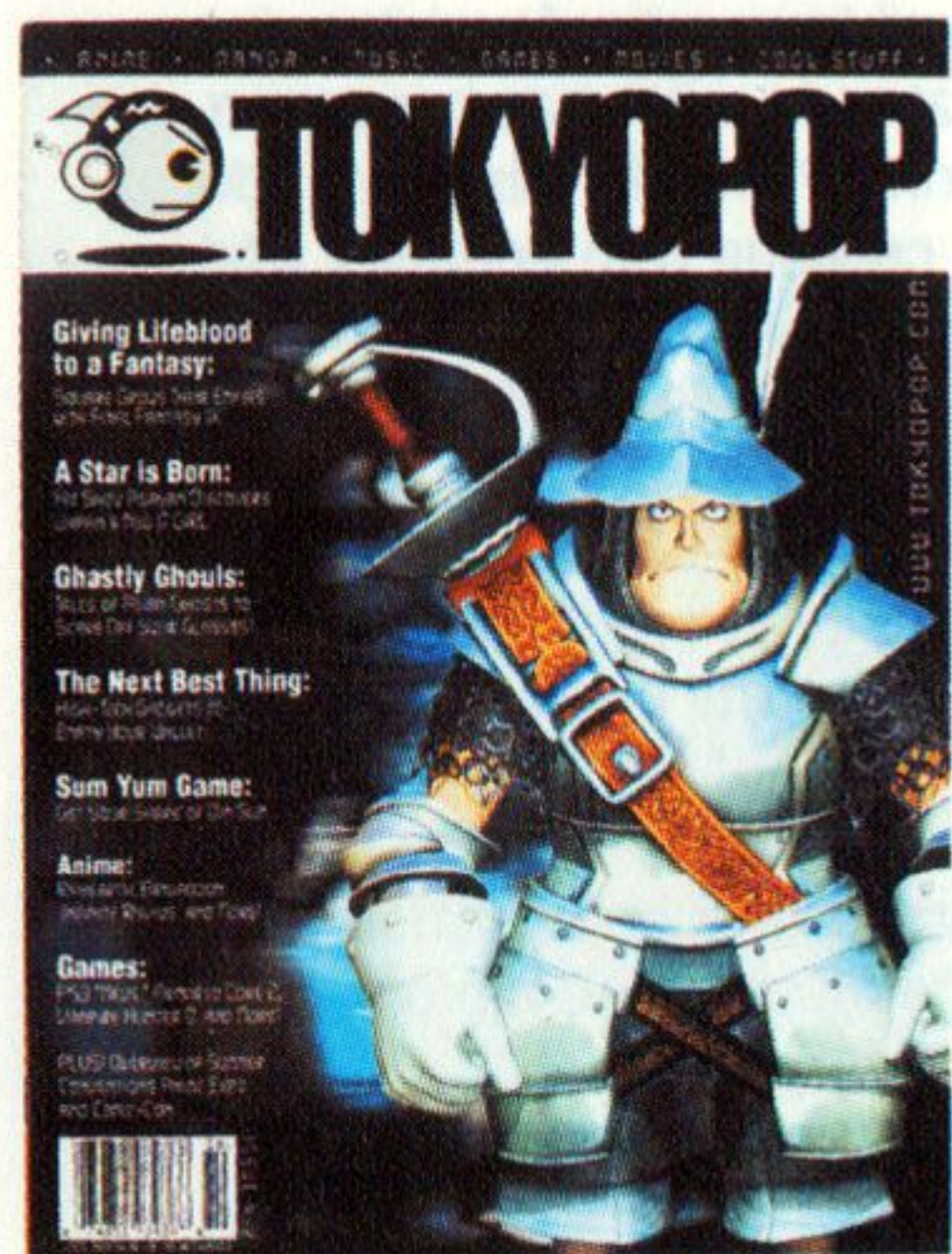
resolution renders, *The Art Of...* is a hugely impressive tome.

Shinkawa-san is interviewed and also provides comment on much of the illustration, giving a true insight into the mind of one of the finest artists at work in videogames today. Unfortunately, *The Art Of Metal Gear Solid* has a limited print run and is only available in Japan, but an import game or book shop may be able to order it for you. Go get. **SR**



TEXT: SAM RICHARDS/PHOTOGRAPHY: RETNA

## Mags we like



### TOKYOPOP

Frequency: Monthly/Price: £3.99 (Import)/See: [www.tokyopop.com](http://www.tokyopop.com)

A magazine produced in California but reporting on all aspects of cool Japanese culture. The fashion section investigates influential label Hysteric Glamour, the music correspondent visits the Fuji Rock festival and the ability of Japan's cult of reality TV to make *Big Brother* look tame is revealed in full, frightening detail.

Naturally, manga art permeates the whole magazine and there's a large section



for tribute illustrations from readers. There are also two full manga strips in the back of the magazine. Although packed with intriguing content, the rough and ready feel of *Tokyopop* is epitomised by a lengthy and sadly unfunny spoof article on PS3.

**Gaming content:** Central to the magazine. There are eight pages dedicated to cover game *Final Fantasy XI*, four pages of game reviews, the aforementioned spoof feature and titbits scattered throughout. **SR**

\*Tokyopop is available from import game stores or comic shops. We grabbed ours from Forbidden Planet (0207 836 4179).



The Wu-Tang Clan: They're back in force, and frankly who's to argue?

## SLEEVENOTES (©)

Using the power of your PS2 with this month's best CDs.

### WU-TANG CLAN *The W* (Loud/Epic)

**Who?** America's premier rap troupe, reconvening for a third album after numerous solo outings, sweatshirt sales and federal misdemeanours.



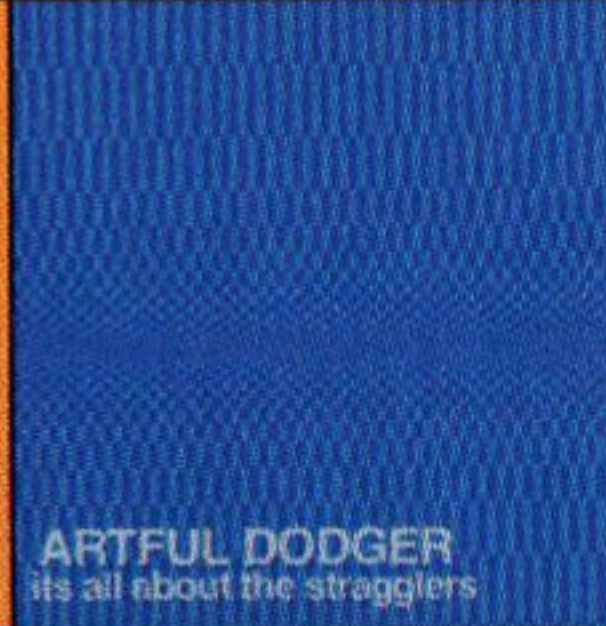
**Highlights:** *Hollow Bones* proves the RZA's still got it, while *I Can't Go To Sleep*, a soulful lament graced with an Isaac Hayes vocal, is astounding.

**Lowlights:** The number of collaborations seems unnecessary given the Clan's copious core members. Snoop Dogg and Junior Reid sound out of place.

**Verdict:** Vastly superior to the group's last sprawling effort *Wu-Tang Forever*, *The W* offers glimpses of genius but remains an unfocused affair. **7/10**

### ARTFUL DODGER *It's All About The Stragglers* (London)

**Who?** The bo selectas of choice in the UK garage crossover scene, Southampton's Artful Dodger have racked up three Top Ten hits this year.



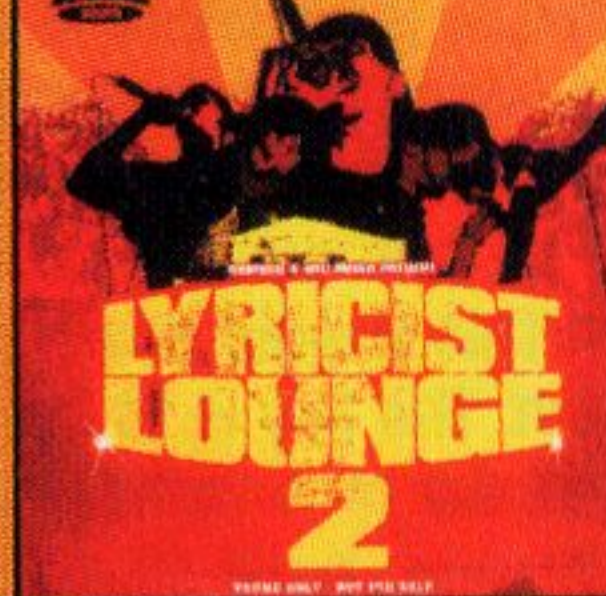
**Highlights:** *Think About Me* (featuring Michelle Escoffery) is beautifully crisp and direct. *Re-Rewind* still sounds brilliantly ludicrous.

**Lowlights:** Too many tracks lazily repeat the same winning formula but *Woman Trouble* – with the repellent Robbie Craig – is a nadir.

**Verdict:** Pop producers with the subtlest of street edges, Artful Dodger are all over your face like a rash – but rather than A1 or Steps. **6/10**

### VARIOUS ARTISTS *Lyricist Lounge Vol. 2* (Rawkus)

**Who?** A growing family of the finest US hip-hop acts linked to the Rawkus label and legendary New York club the Lyricist Lounge.



**Highlights:** The unimpeachable Mos Def on *Ms Fat Booty 2* and *Oh No*, Talib Kweli with Dead Prez, Beanie Sigel, Dilated Peoples and too many others to mention.

**Lowlights:** Royce Da 5'9" and Saukrates are the few makeweights in this otherwise solid gold package.

**Verdict:** Featuring the best hip-hop artists at work today in one-off collaborations, *Lyricist Lounge* is a valuable comp for both the clued-up and the curious. **8/10**

### RAGE AGAINST THE MACHINE *Renegades* (Epic)

**Who?** Agit-prop rap rockers whose future is now in doubt following the recent departure of vocalist Zack de la Rocha. This covers LP could be their swansong.



**Highlights:** Powerful readings of *Microphone Fiend* (Eric B & Rakim) and *I'm Housin' (EPMD)* are complemented by a curious tear through Dylan's *Maggie's Farm*.

**Lowlights:** *Street Fighting Man* and *Kick Out The Jams* are rendered strangely inert by Rage's funk-rock pummelling.

**Verdict:** Furious but flawed. *Renegades* is an impressive demonstration of Rage's musical versatility but still essentially a fan-only purchase. **6/10**

### THE OFFSPRING *Conspiracy Of One* (Columbia)

**Who?** Ageing Californian punk pranksters who fail to take grey hair as a sign they should, like, grow up and get proper jobs. 'Cos that would suck, dude.



**Highlights:** Their hackneyed dumb punk-pop schtick peaks with *I Want You Bad*. *Denial Revisited* is an intriguing slow burner in a Chilli Peppers vein.

**Lowlights:** *Come Out Swinging*, *Living In Chaos*, *Vultures*, the title track... Weary, tuneless and charmless the lot of them.

**Verdict:** Save for the Cali surfboy stylings, *Conspiracy Of One* could have been made in 1984. **3/10**

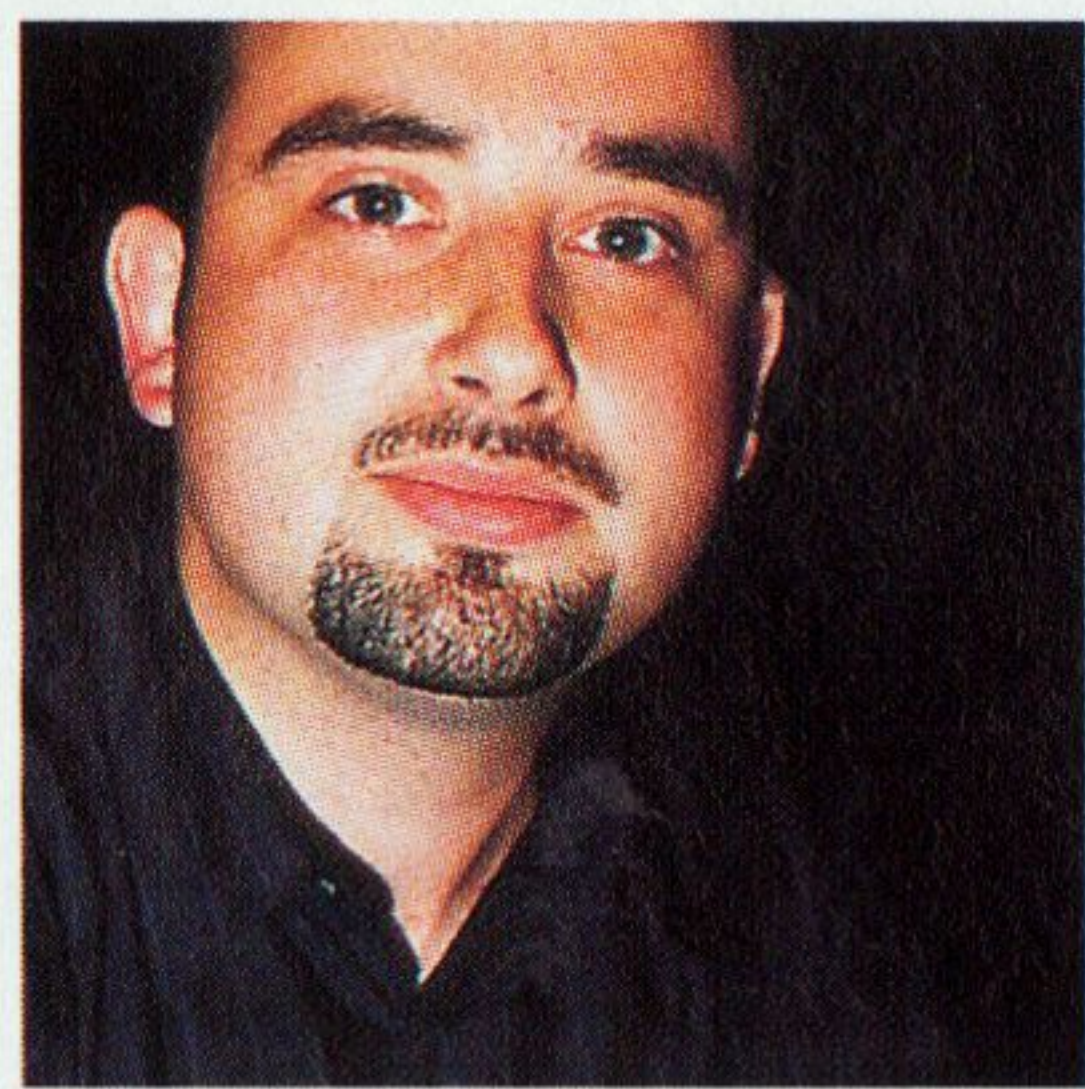
### >>ALSO RELEASED

**Bone Thugs N Harmony** *The Bone Collection* (Ruthless)/**Zero 7** *EP2* (Ultimate Dilemma)  
**Fingathing** *The Main Event* (Grand Central)/**Mains Ignition** *Sparky's Bomb School* (PPQ)  
**Various Artists** *Battleaxe Warriors* (Battleaxe)/**Monster Magnet** *God Says No* (A&M)



# HARDCORE

Tips, tactics, tricks, cheats. Want to rip a game to shreds? Welcome to the section that's strictly for the hardcore...



I must have done something right because they've given me my own office. Granted, it's on the pokey side and Bill the cleaner comes in to pick up his mop and sherry, but it's warm-ish and a place to rest my brain. It's also minus any form of light – handy, as the near total darkness focuses my lobes on the job in hand. Every issue, I must bring you the info you crave to make festive mincemeat of the latest games. Armed only with a PS2, a pile of discs, a blunt HB and a mad headache, I've wrestled a full walkthrough for *Silent Scope*, codes and hints aplenty for the excellent *SSX*, the second installment of those *Ready 2 Rumble: Round 2* special moves and oodles more. Enjoy.

Must sign off now. The night candle they sold me is almost burnt through. Send help. Can't write any mo...

*Paul Fitzpatrick*

Paul Fitzpatrick  
Staff Writer

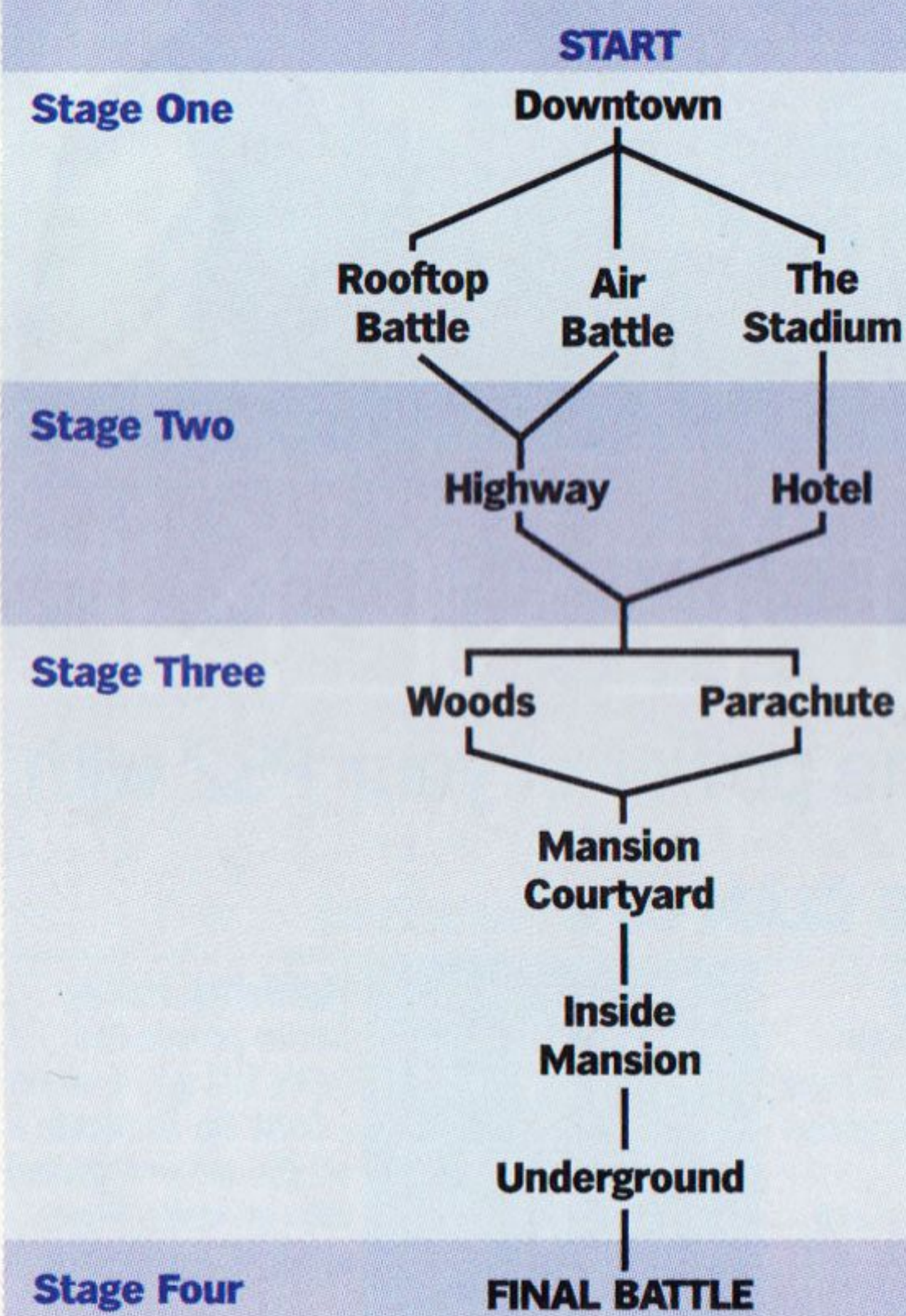
## HELP ME!

The world of Hardcore can be a lonely place, with now't but a broken Dual Shock 2 for company. What I'm saying is send me those tips. Send me your guides, your problems, your requests and your sneakiest cheats. We'll print the best (and bung you a T-shirt), and run our answers to your problems in a new Q&A column. Write to me at: **Hardcore, Official PlayStation 2 Magazine**, Future Publishing, 30 Monmouth Street, Bath BA1 2BW. Electrical cyberpost to PS2@futurenet.co.uk. Write now!

## SILENT SCOPE

You want a breakdown of all the stages in *Silent Scope*? Got a powerful rifle with a sniper scope? Come right this way...

**THE PATH TO VICTORY**  
It may not be smooth, but at least you've got a choice of venues.



### STAGE ONE

#### 1. Downtown

Petula Clark once remarked through the medium of song "Everything's great when you're downtown." Then again, she wasn't being hassled by all manner of gun toting terrorists. You, however, are and Petula is nowhere in sight to lend a hand. Typical. Happily you've got a nice, high vantage point from which to take out the bad guys below. This should prove to be no problem. The key is to be quick but always take time rather than risk a narrow miss. You'll alert your prey and become a target yourself. Clear the street and you'll move onto the enemy snipers on the distant roofs.

These guys know you're around so the pressure is on. A word of advice. If the sniper is about to shoot at you, firing a warning shot near him will usually put him off just long enough for you to aim and take him out. Also, watch for the woman reclining by the rooftop pool. Get her in your sights (don't shoot!) and your scope will turn all pink and heart shaped, giving you a bonus life. Don't hang about mind. The First Lady is in trouble, and you must choose where to save her.

#### 1.1 Rooftop Battle

Picked up by a helicopter you're taken above the rooftop where the First Lady is being held by a beefcake bruiser with a rocket launcher. Subtle. And not too easy. Before you go after him you need to neutralise the threat posed by his compadres posted at each

corner of the roof. Once you've taken care of them it's time for Mr Scorpion's close up. Of course, you're in a moving helicopter and the First Lady is very close by so get a feel for how your transport is moving before you pop off a shot. Also, it'll take ten body shots to bring him down, but only one if you go for the head. Well worth it.

#### 1.2 Air Battle

Where do these terrorists do their shopping? You're in a chopper (not the retro bike, that would be unfair) and Scorpion is in a Harrier Jump Jet, weaving between the skyscrapers. Challenge? Pah. Again, head shots are the way to go if you can but with the size of the plane and its erratic movement there is another way. It should be technical but, well sod it. Just shoot at the plane. It will take a considerable number of hits too bring the jet down but it's huge and the chances of missing are small, or you're in the wrong line of work. So go for the pilot, but don't be precious and very soon it'll all be over.

#### 1.3 The Stadium

Slightly bizarre this. You're in the helicopter again but this time over an American football stadium. There are bad guys dotted around and Cobra the Boss (Why are they never called Bunny Rabbit or the Sloth?) is running down the pitch with the First Lady over his shoulder being pursued by the players. Right. Time to throw your manual away and get stuck in. There are plenty of innocents around to get in the way here so accuracy is even more important than speed. Not easy, but don't panic and start letting off shots. You really don't want to kill the First Lady. And even if you do it's not legal.

### STAGE TWO

#### 2.1 The Highway

Do the business in either the Rooftop Battle or Air Battle and you'll be asked – well, ordered – to rescue the President's daughter who's being spirited away down a highway. This is relatively plain sailing. The movement of your pursuit car is not too violent so this shouldn't pose too much of a problem. The only hassle is the bad guys' helicopter. Aim straight for the base of the rotor and you'll not be troubled by it for long. You'll then catch up with Cobra and his kidnap. Sadly, she's taken to waving her hand and it will obstruct your line of fire. It's not helpful, but you should be able to time it so the young lady won't be eating her sarnies with a hook.

#### 2.1 (cont) Keep On Truckin'

Of course it doesn't end there. Cobra will then steal a conveniently placed 18-wheeler and come charging at you. Bad loser. The truck's turn-and-charge pattern is

pretty standard so keep your nerve and alternate between going for the head shot and filling the rear of the behemoth with lead. A combination of the two should do it and the President's daughter will be free.

#### 2.2 The Hotel

If you did your duty at the Stadium you'll end up here. No free bathrobes and minibar for you though. If you've ever been to a funfair this will be a breeze. You'll be shown pictures of the crims and you have to pick them off through the hotel windows. Don't let them duck away, 'cause you'll have to wait for them to reappear and you're not getting paid by the hour. But wait! There's one more scuzzball. He's a sniper and he's on the roof. Fear not. You'll notice that although he uses the rooftop sign as cover he follows an identical left to right path. Just line up your sight at head level and when he re-emerges, take him out.

### STAGE THREE

#### 3. The Mansion

One mansion. Two ways in.

#### 3.1 Through The Woods

It's night – but you've got night vision goggles. There are enemies everywhere. Shame. But you can spot their flashlights, laser sights and infrared trip wires. Yes! And so on. Avoid the trip wires, use the visual clues as mentioned and don't freak out when one of the bad guys launches an occasional flare into the night sky. It will temporarily blind you and reveal your position, but you're a professional, right? Hurry, the courtyard's next up.

#### 3.2 Parachuting In

Snipers rely on having a steady place to shoot from. A place to hide behind, or just somewhere to put their hot chocolate. Parachutes are not known for their stability, hiding places or beverage cup holders. Damn. Why did you choose this? 'Cause you're hard, right? Good. The key here is to shoot out the searchlights. You can ignore the people. Do this and you'll be able to parachute in without being seen. You do come in very quickly so make sure you prioritise the lights. Then onto the courtyard.

#### 3.3 The Mansion Courtyard

First thing's first. Shoot the fuse box on the right of the building. Enemy confusion guaranteed. Also, it will give you the opportunity to scope some women running away from the pool. A real pleasure since seeing them will restore some of your life force. There on in rely on the widespread, well hidden baddies to give themselves away in the darkness by the glowing lines of their laser sights. Go to it. Next up, a pair of Bosses. Anything else wouldn't be a challenge by this stage would it?

As ever, the key to defeating the Bosses is in the way they move. Speed is important so get a shot in early. Don't worry about which one of them or where on their body you hit first. Get either once and he'll be stunned still. It should be easy now to empty a clip into him as you work up his body to the all important head shot. Gruesome but effective. Now repeat with the other guy and you're done.

#### 3.4 Inside The Mansion

Fast and furious, this stage means a change of tactics as your basic sniping skills are a tad redundant in enclosed spaces with this many targets. Time to use the Force – or failing that a bit of inspired guesswork. You simply don't have the time to use your zoomed scope on every target so imagine a cross hair in the regular viewfinder and guesstimate. You'll save precious time and in this stage, if nowhere else, it's pretty accurate. Shoot your way through the corridors checking rooms as you go. Be sure to look out for another bonus and watch out for the room full of terrorists. Get to the end and head down to the basement. Check your underwear, take a deep breath and keep your wits about you because the game is just about to get particularly nasty.

#### 3.5 Deeper Underground

Did we say basement? More of a vast subterranean complex really. Amazing what you can do with stencils, throw cushions and an inexhaustible supply of sodding great crates. In what has become a reoccurring theme in this game the place is crawling with enemies, and this time they're even more skilled than usual. There's nothing for it. You're going to have to rely on all the skill you've gathered on the way here. Make your way through this without too many perforated body parts and you'll find the President himself, suspended from the ceiling, and guarded by a body armour clad female going by the name of Monica. Hmmm.

Forget about the fairer sex. She ain't fair at all. She darts between crates, storms out to attack you, flips back to safety and takes many, accurate shots at you in the moments between. Aim for the head, or failing that the chest. Shooting when she rushes out to attack you is a good idea, but it's easier to get a head shot when she's heading back for cover since she back flips and you're able to focus on her vertical position alone. When she's running low on health she'll head back to Mr President and use him as a shield. Cowardly as it is, you've got to admire her tactics. Killing the most powerful (albeit dangling) man in the western world by accident would kind of undermine your progress this far. Bide your time. Monica will



## SWING AWAY GOLF

eventually step out from behind the Prez. When she does, be ready and take her out. In the death sense, not dinner and a movie.

### STAGE FOUR

#### 4. The Final Battle

Once she has been neutralised you'll be a fool if you think it's over. Sexual equality may have got through a fair chunk of society, but it hasn't penetrated the world of international terrorism. Yes, there's a man behind the whole 'kidnap the President and his family plot', and he's standing behind a glass partition. Shoot that, pursue the Leader and get yourself ready for the final showdown.

#### 5. The Final Showdown.

There it is. The good news is that you've managed to separate the leader of the terrorists from the President. The bad news is that Mr Über-Terrorist is fleeing the scene in a boat, he's got the underground complex rigged to explode and that's exactly where you've left the man with the keys to the Oval Office drinks cabinet. Oh, and you've only got one round left.

Odds stacked against you? Yes. But in true Bond villain-style, the terrorist leader spends a while gloating and generally telling you that you have no chance. Take this opportunity to get his head in your sights and pull the trigger. Wait for him to finish and he'll be a much harder target. Remember, he's relying on you to be polite and let him finish so show that you've got no manners and cut him dead. It is unsporting, but then again, so is picking people off with a high velocity rifle for a living. Now all that remains is to watch as the bullet cam shows you exactly what goes through a terrorist's mind. And out the other side.

Now there's nothing left to do but kick back, mix up a Bloody Mary and wait until Konami release *Silent Scope 2*. Out.

Love dressing up like a Seventies pimp and walking vast distances to manicured patches of lawn? Weirido. Like playing *Swing Away Golf* and want to unlock all the golfers from the tee off? That's more like it.

All golfers: Press **□, □, □, □, ↑, →, ↓, ←, □, □** at the main menu. A sound will confirm that you've entered the correct code and a world of unrestricted plus fours action is waiting for you.

## ORPHEN

If you find you're getting beaten a little too 'orphen' for your liking in Activision's RPG/adventure try this cheat out and live to see another day. Well, the start of another battle anyway.

When you can be sure you're going to be defeated in a battle, pause the game, select 'Equip' and you can resume the action back at the start of the battle with all of your sweet energy restored.

## DEAD OR ALIVE 2

The killer moves to ensure you'll be a cup above the rest...

### SIGNATURE MOVES

So you've read our exhaustive DOA2 review, pausing only to wipe the anticipatory drool from your chin. By this point you may already have dashed to the shops to buy it, leaving a cartoon, departure cloud and this very mag, spinning mid-air. But maybe you're a cautious type. Maybe you need further encouragement to part with your cash, hard earned, or sponged? Okay. How about a list of the DOA2 fighters' signature moves followed by the full rundown on those new Tag Team moves? Be our guest.

**Key**  
Throw/Evade: ⊗  
Punch: △  
Kick: ○  
Free: ⊙

**KASUMI**  
Fighting style: **Mugen-Tenshin**  
Getsurin: ⊙, ⊙  
Jikyaku: ⊙, ↓, ⊙  
Tenryu2 (throw): ←, ⊙+△

**JANN-LEE**  
Fighting style: **Jeet Kune Do**  
Jab High Kick: △, ⊙  
Dragon Elbow: △+⊙  
Shoulder Throw: ←, ⊙+△

**TINA**  
Fighting style: **Professional Wrestling**  
Double Hammer: ←, △  
Drop Kick: ↑, ⊙  
Death Valley Bomb: ⊙+△

**BASS**  
Fighting style: **Professional Wrestling**  
Knee Hammer: →, ⊙, △  
Falcon Arrow: ⊙+△  
Hell Stab: △+⊙

**GEN FU**  
Fighting style: **Xinyi Liuhe Quan**  
Tosho: ↑, △  
Sokutan: →, ⊙  
Sohi: ⊙+⊙

**ZACK**  
Fighting style: **Thai Style Boxing**  
Vertical Axe: △+⊙  
Mobius Rush: △, △, △, ⊙  
Wild Throw: ⊙+△

**AYANE**  
Fighting style: **Mugen-Tenshin Ninjutsu/Hajinmon**  
Ryubi: ↑, ⊙  
Genmu: ↓, ↓, →, ⊙  
Tosenka (throw): ←, →, ⊙+△

**HELENA**  
Fighting style: **Pi Qua Quan**  
Soheki: △+⊙, △+⊙  
Myosho: ↑, ⊙  
Senkpeki (throw): ←, ⊙+△

**LEON**  
Fighting style: **Russian Martial Arts**  
Blast Trass: ←, △, ⊙  
Scimitar Lock Heel: →, →, ⊙, ⊙  
Body Sobat: ⊙+⊙

**EIN (Hayate)**  
Fighting style: **Karate**  
Musho: △, △, →, △, ⊙  
Zansel: →, →, ⊙, ⊙, ⊙  
Futo (throw): →, ⊙+△

**LEI FANG**  
Fighting style: **T'ai Chi Quan**  
Anshu: ←, ←, △  
Hikyaku: ↑, ⊙  
Yoho: →, →, ⊙+△

**RYU HAYABUSA**  
Fighting style: **Hayabusa Ninjutsu**  
Rengeki: △, △, △  
Dansya: ⊙, ⊙  
Juji: ⊙+△

### TAG TEAM MOVES

There was a time when 'tag' was a feeble excuse to chase fanciable girls around the playground at school without the slightest idea what you'd do when you caught them other than run away again. Nowadays it's a way to call on a friend to gang up on polygon perfect adversaries in beat-'em-ups and administer a joint pasting. Progress eh? DOA2 is packed with some particularly OTT, four-hander violence. And so, for your bone crunching pleasure, here are all of DOA2's Tag moves listed by character.

**AYANE**  
Partner: **Ein (Hayate)**  
Move: M Tensho  
Combo: →, →, △+⊙, ⊗

Partner: **All other fighters**  
Move: Ayase 2  
Combo: →, →, △+⊙, ⊗

**BASS**  
Partner: **Ayane**  
Move: 2 Platoon DDT  
Combo: →, →, △+⊙, ⊗

Partner: **Tina**  
Move: Docking Driver  
Combo: →, →, △+⊙, ⊗

Partner: **Ayane**  
Move: Lock-on ST  
Combo: ↓, ↓ or →, → then △+⊙, ⊗

Partner: **Zack**  
Move: Alley-Oop  
Combo: →, →, △+⊙, ⊗

**HAYATE**  
Partner: **Ayane**  
Move: Kagura  
Combo: →, →, △+⊙, ⊗

Partner: **All other fighters**  
Move: Kael  
Combo: →, →, △+⊙, ⊗

**GEN FU**  
Partner: **Ayane**  
Move: Yougeki  
Combo: →, →, △+⊙, ⊗

Partner: **Helena**  
Move: Soho  
Combo: →, →, △+⊙, ⊗

Partner: **Kasumi**  
Move: Yougeki  
Combo: →, →, △+⊙, ⊗

Partner: **All bar Kasumi**  
Move: Nichigetsu  
Combo: →, →, △+⊙, ⊗

**HELENA**  
Partner: **Gen Fu**  
Move: Sokanbu  
Combo: →, →, △+⊙, ⊗

Partner: **All bar Gen Fu**  
Move: Tensinban  
Combo: →, →, △+⊙, ⊗

**JANN LEE**  
Partner: **Lei Fang**  
Move: Double Dragon  
Combo: →, →, △+⊙, ⊗

Partner: **All bar Lei Fang**  
Move: Deep the Dragon  
Combo: →, →, △+⊙, ⊗

**KASUMI**  
Partner: **Ryu Hayabusa**  
Move: Oborofutae  
Combo: →, →, △+⊙, ⊗

**LEI FANG**  
Partner: **Jann Lee**  
Move: Tengyo  
Combo: →, →, △+⊙, ⊗

**LEON**  
Partner: **Bass**  
Move: Guillotine Napalm  
Combo: →, →, △+⊙, ⊗

Partner: **Zack**  
Move: Heavy Sand  
Combo: →, →, △+⊙, ⊗

Partner: **All bar Zack**  
Move: Death Trap  
Combo: →, →, △+⊙, ⊗

Partner: **Ryu Hayabusa**  
Move: Kazagurama  
Combo: →, →, △+⊙, ⊗

**TINA**  
Partner: **Bass**  
Move: 2X Arm Strong Buster  
Combo: →, →, △+⊙, ⊗

Partner: **Zack**  
Move: Flying Cyclone  
Combo: →, →, △+⊙, ⊗

**ZACK**  
Partner: **Leon**  
Move: Mad Shaking  
Combo: →, →, △+⊙, ⊗

Partner: **All bar Leon**  
Move: Funky Elbow  
Combo: →, →, △+⊙, ⊗



Even a great game leaves room for improvement.

### All Course hints

At the Options Screen, hold **△+□+○+△** simultaneously and press **△,□,○,△,○,△,□,○** to view all course hints before racing a course. Repeat this code to disable it.

### Running Man mode

Think hurtling down near-vertical sheets of snow and ice on a small plank of wood is too easy? Try doing it on foot with the board on your head at the options screen, hold down **△+□+○+△** simultaneously and then press **△,△,○,△,○,△,△,○,△**. Repeat this code to disable it.

### THE COURSES

**Mercury City Meltdown course**  
To unlock the Mercury City Meltdown course all you have to do is earn a medal on the Elysium Alps course. It's that simple.

### Mesablanca course

But it doesn't end there. If you then go on to earn a medal on Mercury City Meltdown you will gain access to the majesty that is the Mesablanca course.

### Tokyo Megaplex course

Yes. You're right. Tame the Mesablanca course (ie win a medal) and you're free to take a ride on this Far Eastern run.

### Aloha Ice Jam course

Not in fact a frozen coconut and pineapple preserve, the Aloha Ice Jam is unlocked for those proud owners of a medal from the Tokyo Megaplex course.

### Untracked course

If it's so untracked, how come they know it's a course? No matter. Win yourself a medal on the Aloha Ice Jam and this will be unlocked for you.

### THE SNOWBOARDERS

#### Play as Jurgen

To do this, simply earn one gold medal in any mode and unlock him.

#### Play as JP

Earn two gold medals in any mode and you can be JP.

#### Play as Zoe

Earn... Can you guess? Three gold medals in any mode and Zoe is unlocked.

#### Play as Hiro

Four gold medals in any mode will unlock Hiro for all your fast action snowboarding needs.

### EXTRA BOARDS.

Phat threads do not a good snowboarder make. But a new board may well help. Here's what you need to do to unlock some tasty new ones.

#### Third board

Reach the Rookie rank and you will unlock the third board.

#### Fourth board

Reach the Sensei rank to unlock this.

#### Fifth board

Once you've scaled the marginally dizzying heights of Contender you will be rewarded with the fifth board.

#### Sixth board

The Natural rank unlocks the sixth board. Not bad, not bad at all.

#### Seventh board

Reach the Star rank and say hello to the seventh board.

#### Eighth board

Those who have earned the rank of Veteran will unlock the eighth board.

#### Ninth board

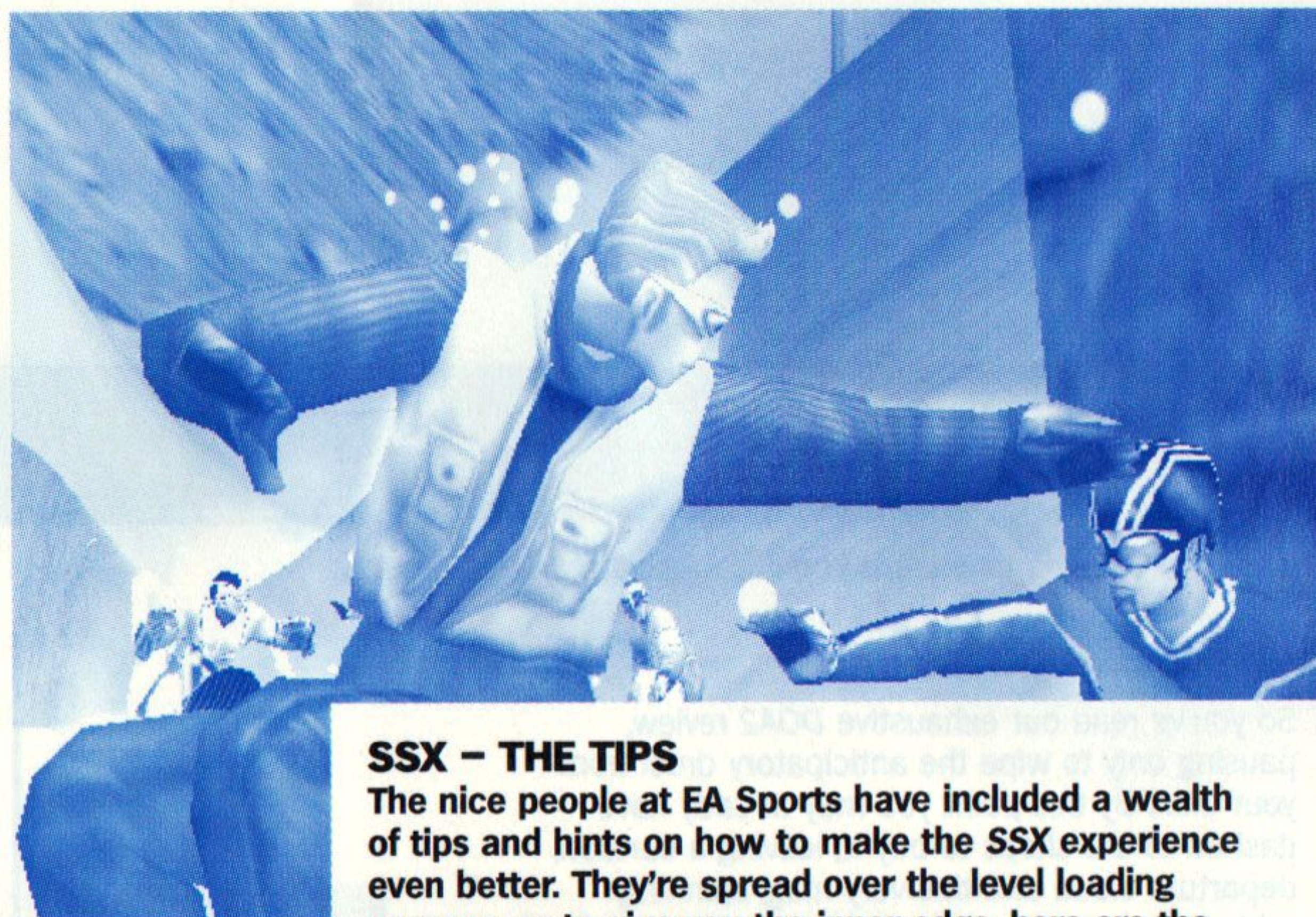
This is yours when you get to the rank of Champ.

#### Tenth board

Only Superstars get their mits on the tenth board.

#### Eleventh board

Once you've attained the hard-won rank of Master the eleventh board will be yours for the taking. Congratulations.



### SSX - THE TIPS

The nice people at EA Sports have included a wealth of tips and hints on how to make the SSX experience even better. They're spread over the level loading screens, so to give you the inner edge, here are the best of the bunch.

#### Extra Costumes.

To gain access to snowboarders' third and fourth costumes you will have to complete all the green **○** and blue **△** tricks respectively.

#### Know your Courses.

1. Look out for your opponents' snow trails. Not only will they reveal their habits and weaknesses, but can also lead the way to hidden short cuts.
2. Short cuts are not always the best way to go. They can be a lot more challenging than the regular route. Find which ones work best for you.
3. Breaking through SSX signs will lead to short cuts.
4. Make use of the Freeride mode to explore for short cuts and look for good off course jumps. There's no time limit so you won't be penalised.
5. Snow markings on the track will give you valuable hints on how best to tackle difficult sections.

#### Basic Moves

1. If an opponent gets too close to you, push them away using the right analogue stick. You can also do this midair.
2. You can increase your snowboarder's speed by tucking with a push forward on the left analogue stick.
3. If you find you're a little too off the beaten track for your liking press **□** and you will be magically placed back on the course proper.
4. While airborne, you can judge how you're about to land by looking at your snowboarder's shadow.
5. Having pulled off a good railslide you can make a perfect landing by bringing the bottom of your board up.

#### Tricks

1. Be aware. Repeating a trick in the same run will earn you fewer points each time you do it.
2. While railsliding you can increase your trick points by rotating along its length. Jumping from rail to rail will earn you combo points.
3. If you hit a giant snowflake while doing a trick you can multiply the points you receive for it by two, three, four or five times.
4. To get the maximum trick points combine flips, spins and grabs.
5. The longer a prewind is before you perform a jump, the faster the spin or flip will be.

#### Secrets

1. You can railside on more than just rails in the game. Try signs, cables... in fact anything that looks a likely surface probably will be.
2. Some snowflakes can only be reached once your snowboarder has gained more experience on the World Circuit mode.
3. If you have won a Gold medal on a course you will not be able to gain any more experience points on the same run.
4. On the Pipe Dream run, activating the trigger will open a secret door.
5. You can make your own movie by editing a replay in the Advanced Replay mode, which is activated from the opening Options Screen.

#### Efficient Snowboarding

1. Keep your adrenaline up (pressing **○**) for straight sections to optimise their effect.
2. Maintain your forward momentum off ramps by jumping early.
3. Start quickly by rocking your 'boarder during the countdown. Well timed rhythm will be rewarded by a cracking start.
4. Avoid losing speed when landing by keeping your board parallel to the ground.
5. Take a high line on banking turns to keep up speed.

Move up those ranks and get better weapons.

All thought of innuendo aside, who doesn't like to pull rank once in a while? Well, if 'once in a while' is just not enough for you then feast your eyes on the codes below. In no time at all you'll be bending the command structure out of shape like a pro. Carry on soldier.

**Note:** All of the following Ranks are accessible through the main title screen.

### Private

Simply press **△,○,△** then start a new game. You will now have an arsenal enhanced by Michael's 9mms and 99 clips. In addition your bonus points earned will now be displayed.

### Sergeant

Press **△,○,△**. This results in a game with no weight limit, Taylor M82, Michael's 9mms, 99 clips and bonus points displayed when earned.

### Lieutenant

Press **△,△,△,△** at the main title screen and luxuriate in a game with a Level Two shield, no weight limit, Taylor M82, Michael's 9mms, 99 clips, bonus points displayed when earned, and a 10,000 point bonus when any level is completed.

### Captain

Enter **△,△,△,△,△,△** for a game that gives you radar, no weight limit, Taylor M82, Michael's 9mms, 99 clips and bonus points displayed when earned.

### Major

Tap in **△,△,△,△,△,△,△,△** at the main title screen, then start a new game. You will now be able to play with a Level Three shield, Level 3 sensor, radar, no weight limit, Taylor M82, Michael's 9mms, 99 clips, and bonus points displayed when earned.

### Colonel

Press **△,△,△,△,△,△,△,△**, then start a new game. Your elevated rank will equip you with a Level Three shield, Level Three sensor, radar, no weight limit, beginner level of all weapons, 99 clips for each, bonus points displayed when earned, a waxed moustache and gout.

### General

Enter **△x2, △x2, △x2**. This results in a game with a Level Three shield, Level Three sensor, radar, no weight limit, intermediate level of all weapons, 99 clips for each, and bonus points displayed when earned.

### Master of X-Squad

Using a suitably pointy body part enter **△x4,△,△x4** at the main title screen to unlock the following goodies when you start a new game: Level Three shield, Level Three sensor, radar, no weight limit, master level of all weapons, 99 clips for each, bonus points displayed when earned, and a partridge in a pear tree.

## MADDEN NFL 2001

For a great touchdown, you need a good celebration.

### TOUCHDOWN CELEBRATIONS

You know how it is. You've scored another touchdown but something's missing? Now what could it be...? Ah, yes. Rubbing the opposition's nose in it with a celebratory touchdown move. Here are quite literally six examples of in yer face icing for the gridiron cake. But be quick, these must be tapped in as soon as you score.

**The 'Hip thrust':** Hold **△+△**.

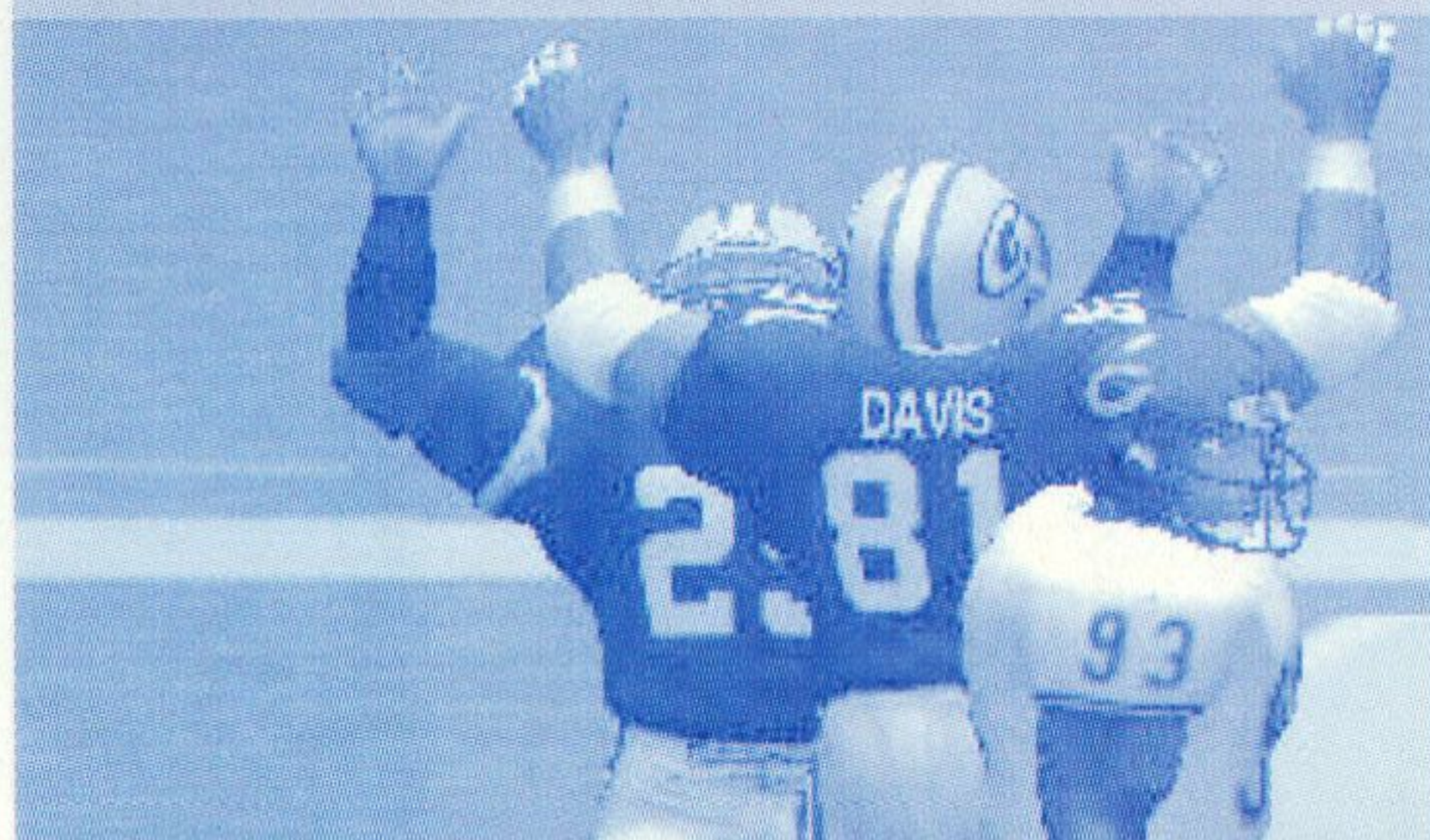
**The 'Jump spike':** Hold **△+△**.

**The 'Say a prayer':** Hold **△+△**.

**The 'Spike football':** Hold **△+△**.

**The 'Shoulder shake':** Hold **△+△**.

**The 'Slam dunk':** Hold **△+△**.



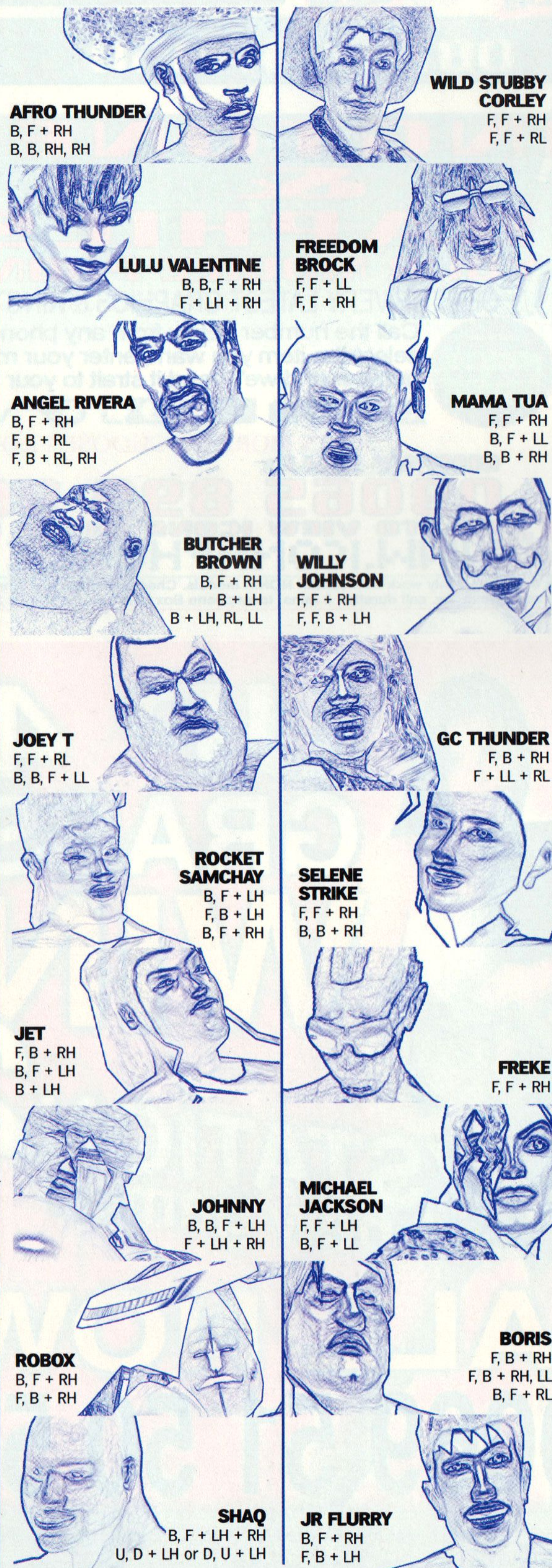


## READY 2 RUMBLE: ROUND 2

Memory loss and blinding headaches? You need these special moves then.

Did you know that with a couple of notable celebrity exceptions the boxers' faces in this excellent punch-'em-up are caricatures of staff members from game developers Midway? True. Last month we gave you a fistful of special moves to add extra pep to your favourite pugilists. Well, we've been hard at work/play and here are the rest.

**Key**  
**B:** Back  
**F:** Forward  
**D:** Down  
**U:** Up  
**RH:** Right hook  
**LH:** Left hook  
**RL:** Right lunge  
**LL:** Left lunge



## TG DARE DEVIL

Let's face facts. You wouldn't be a member of a law bending driving club if you played by the rules. So your conscience won't be troubled by using these cheats then will it. Right?

Start off positioned on the TV screen in the Club House. Now let your fingers do all the walking.

Unlock all cities  
**00,00,00**

Unlock all cars  
**00,00,00,00**

Unlock all bonus levels  
**00,00,00,00**

Win Single-Player game  
**00,00,00,00**

Or, you could take an in-game starting position and activate the following codes.

Unlimited time and continues  
**↑,↓,↑,↓,←,→,←,→,↑,↓,←,→**

Win the stage  
**↑,↓,↑,↓,←,→,←,→,↑,↓,←,→**

## TIMESPLITTERS

What the future, past and present may hold for you.

As if cavorting around time vaporising hellish aliens wasn't fun enough there are a number of levels and characters to unlock. With this in mind, here is a guide to opening up those extra arenas and unlocking the cannon fodder necessary to fill their arsenals with lead.

### LEVEL REWARDS

#### 1935 Tomb

Successfully complete the 1935 Tomb level in Story mode under the easy difficulty setting to unlock Cultist as a playable character in arcade mode. Complete the level under the normal difficulty setting to unlock the Graveyard level in Arcade mode.

#### 1970 Chinese

Successfully complete the 1970 Chinese level in Story mode under the easy difficulty setting to unlock Chinese Chef as a playable character in Arcade mode. Complete the level under the normal difficulty setting to unlock the Site level in Arcade mode.

#### 2005 Cyberden

Successfully complete the 2005 Cyberden level in Story mode under the easy difficulty setting to unlock the 1950 Village, 1985 Chemical Plant, and 2020 Planet X as levels in Story mode; Dr Seth Graven, Dr Kate Nadir, Fingers McKenzie, Ravelle Velvet, Sebastian Photon, Angel Perez, and Badass Cyborg as playable characters in Arcade mode; and Badass Cyborg, Siamese Cyborg and Female Cyborg as Bots in Arcade mode.

#### 1950 Village

Successfully complete the 1950 Village level in Story mode under the easy difficulty setting to unlock 'Period Horror' as a Bot Set in Arcade mode.

#### 1985 Chemical Plant

Successfully complete the 1985 Chemical Plant level in Story mode under the easy difficulty setting to unlock 'Usual Suspects' as a Bot Set in Arcade mode; plus Lumberjack, Malehood and Walter as Bots in Arcade mode.

#### 2020 Planet X

Successfully complete the 2020 Planet X level in Story mode under the easy difficulty setting to unlock 1965 Mansion, 2000 Docks, and 2035 Spaceways levels in Story mode; Peekabo Jones, Mary-Beth Casey, Jacques Misere, Olga Strom, R108 and Gretel as playable characters in Arcade mode; 'Space Opera' as a Bot Set in Arcade mode; and Tuxedo Cyborg, Red Alien and Green Alien as Bots in Arcade mode.

#### 1965 Mansion

Successfully complete the 1965 Mansion level in Story mode under the easy difficulty setting to unlock 'Horror Shocker' as a Bot Set in Arcade mode; and Fishwife Mutant, Hick Hyde, Insect Mutant, Overall Mutant, Police Zombie, Girl Zombie, Skull Zombie and Jacket Zombie as Bots in Arcade mode.

**Level Hint:** Set 'Auto Aim' to toggle, leave it on, and crouch to get simpler head shots to complete this level easier.

#### 2000 Docks

Successfully complete the 2000 Docks level in Story mode under the easy difficulty setting to unlock 'Law and Order' as a Bot Set in Arcade mode; and Male Soldier, Female Soldier, Gasmask Soldier, Male SWAT, Female SWAT and Gasmask SWAT as Bots in Arcade mode.

**Level Hint:** There are a lot of snipers in high perches by the waterfront, so be alert.

#### 2035 Spaceways

Successfully complete the 2035 Spaceways level in Story mode under the easy difficulty setting to unlock Challenge Mode and Space Opera as a bot set.

### CHALLENGE MODE

When you've got this far and completed the game in Story Mode you will open up the Challenge mode that pits you against some particularly sticky, tailor-made scenarios. Complete a challenge and you'll be rewarded. Here's how.

#### The Tin Man Challenge.

Complete this and you'll unlock the Lobster Run Challenge.

#### The Lobster Run Challenge.

Complete this and you'll not only unlock 'Robofish as all enemies' cheat but also the Bowl Them Over Challenge.

#### The Bowl Them Over Challenge.

Master this to unlock Robofish as a playable character in Arcade mode, and the next challenge.

#### The Shame If Something Got Broken Challenge

Beat this and the challenge they call Don't Wait Around is yours.

#### The Don't Wait Around Challenge

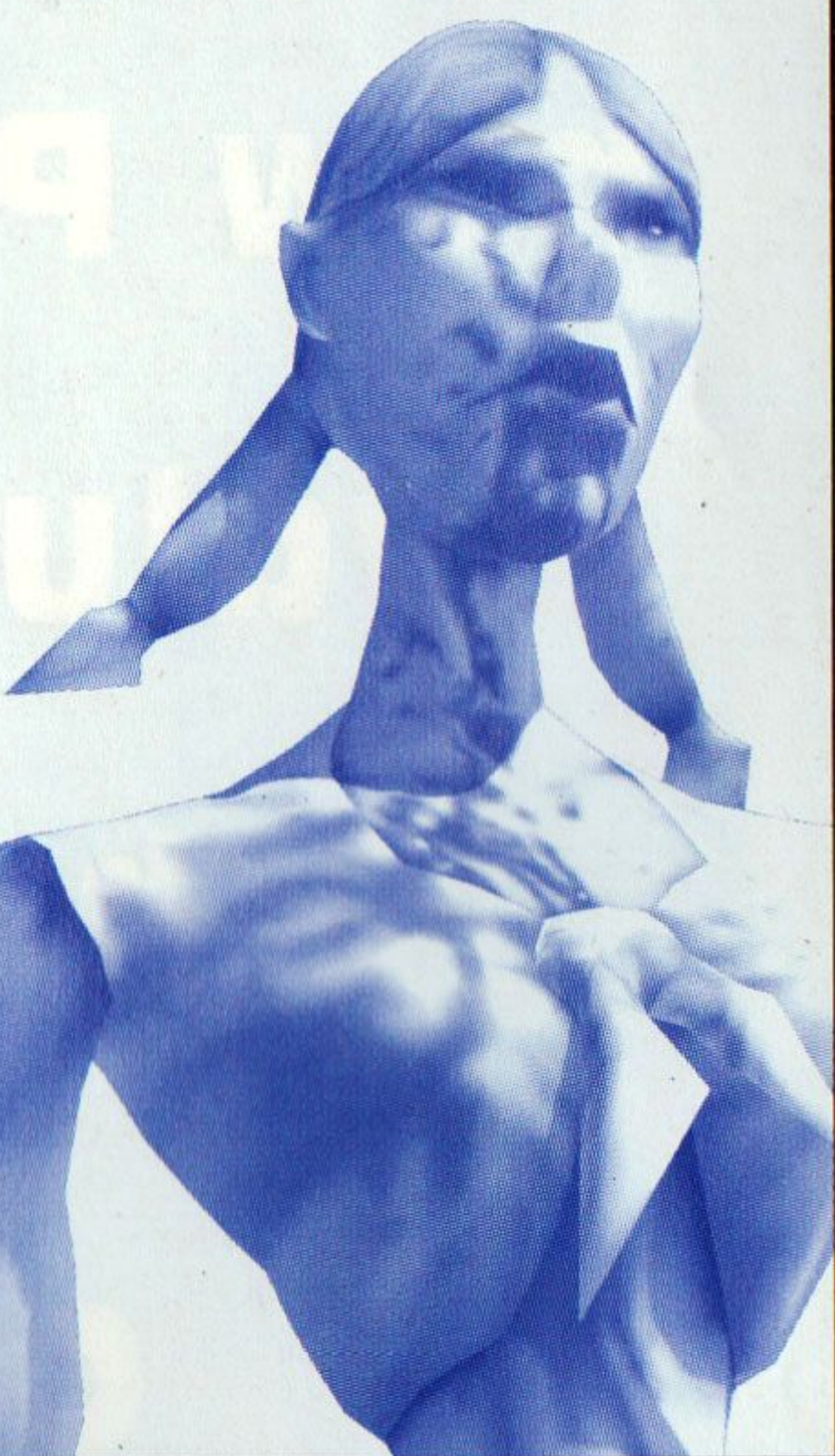
Completing the DWAC will give you the 'Enemy Bricks' cheat and the Brick Flung High Challenge.

#### The Brick Flung High Challenge

Get this far without developing cataracts and you'll unlock the brick as a hurling weapon in Arcade mode.

### NEXT MONTH

We bring you levels designed by the frag-happy OPS2 Magazine team plus exclusively-designed levels straight from the brains of the makers of TimeSplitters, Free Radical Design.



## FOOL IF YOU THINK IT'S OVER

After another hard month at Fitz Towers (Tips Division) it's that time when I like to kick back at my pad with my woman and get down down to some serious Hardcore lovin'. So I turn on the jacuzzi, climb into my smoking jacket, put the Bolly on ice, crank up Curtis Mayfield on the stereo, light up a cheroot... And then I get woken up, told to stop dreaming of a life I will never have and to get started on those bloody maps for TimeSplitters. Write to me at **Hardcore, Official PlayStation 2 Magazine, Future Publishing, 30 Monmouth Street, Bath BA1 2BW** or email to **PS2@futurenet.co.uk**. Remember, next month sees the start of our new Q&A column so send me those tips, hints and cries for help. Prizes await! Yes, T-shirts.



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 09067 361564

**...THEN WAIT FOR THE REACTION**

**IRATE DELIVERY DRIVER**  
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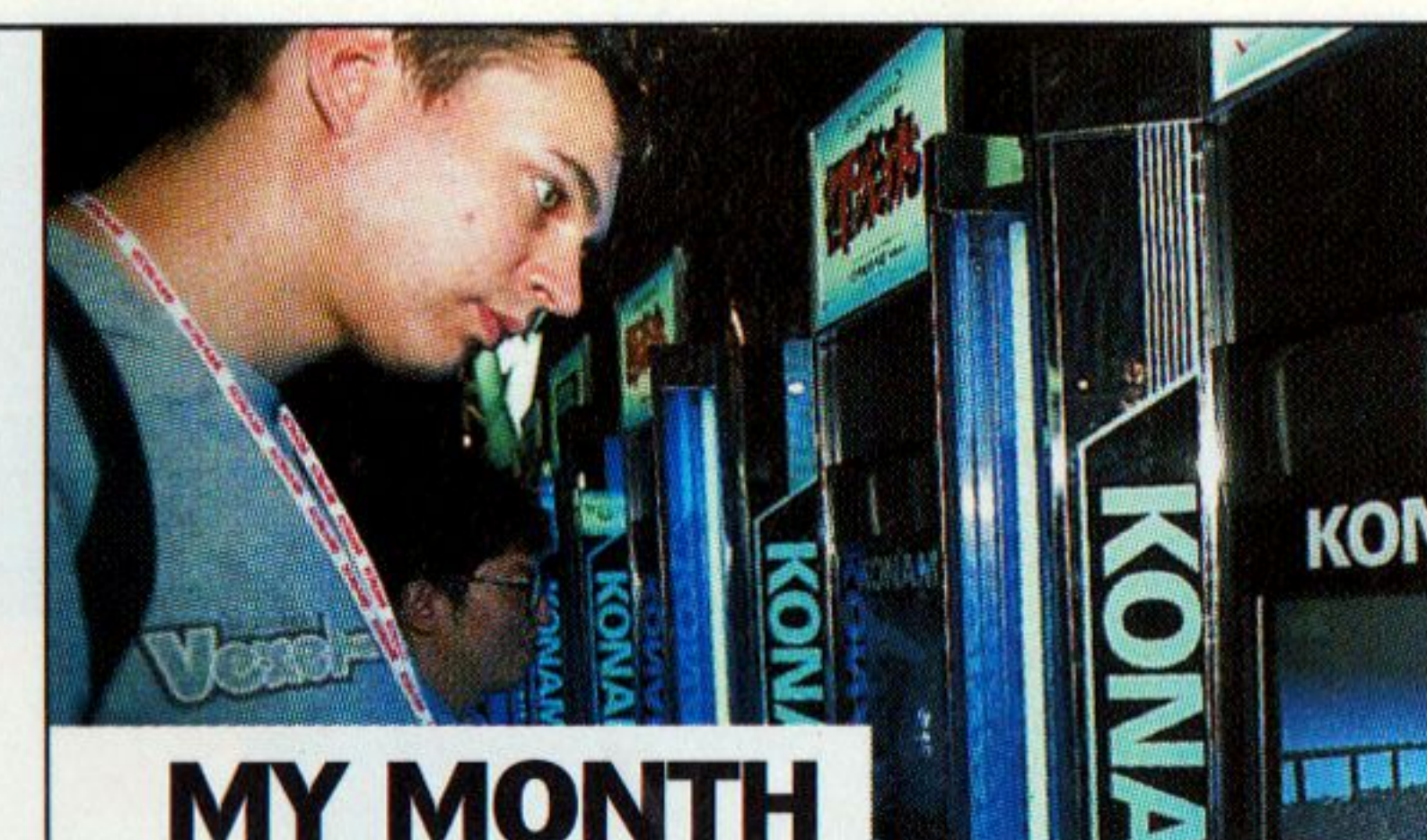
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RULES: All entrants must be 18 or over. Prizes must be accepted as offered; there can be no alternative award, cash or otherwise. A winner will be selected at random from those who answer both questions correctly. The judges decision is final and no correspondence can be entered into. The closing date is 31st January 2001. Entry implies acceptance of the rules as finally and legally binding. The competition is open to the public except employees of the 365 corporation. A full list of terms and conditions are available by post.



# ENDGAME

Opinion/gossip/lists/columns/truths/lies/odds/sods/and some stuff you write

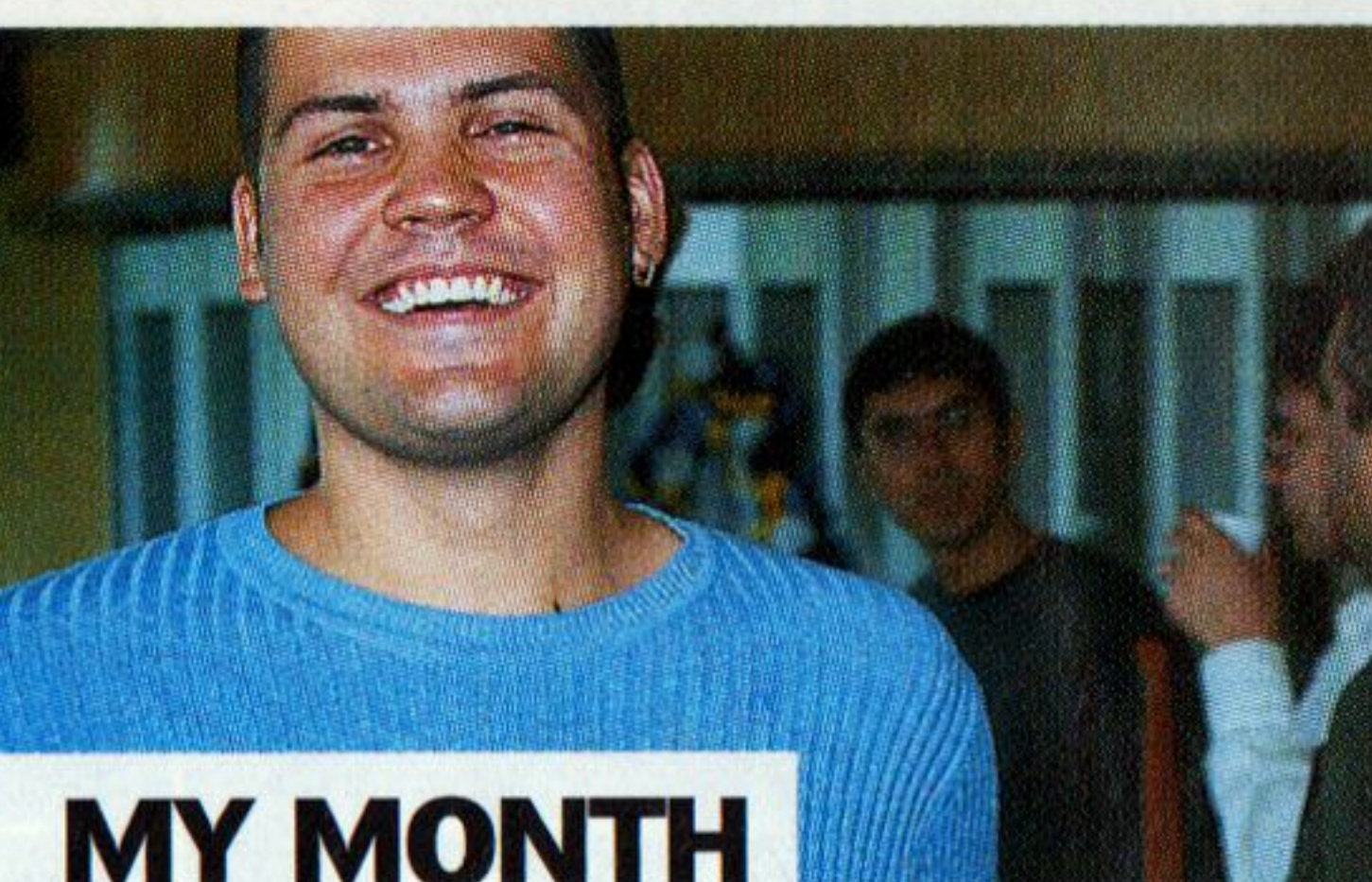


## MY MONTH

**Sam Richards**  
Deputy Editor

“ My travels this month took me to the sunny seaside town of Brighton, where it was my daunting task to stay in a hotel and then write about it. Thankfully the potentially awkward assignment of sleeping in a bed which I didn't have to make myself was accomplished with panache. On the way back, I called in on the Forbidden Planet store in London to buy up their entire stock of videogame-related action figures. We have since been acting out imaginary beat-'em-up scenarios in the office – my favourite is the one where Hwoarang is violated by a tag team consisting of Vulcan Raven, Um Jammer Lammy and that fluffy Ape Escape thing.

On the games front, SSX continues to rock my world, while the new KCET *Jikkyou Soccer* (ISS to us Westerners) title on PSone from Japan has been getting more office plays than the KCEO version on PS2. Oh yes, and anyone who claims they beat me at *TimeSplitters* is a liar. ”

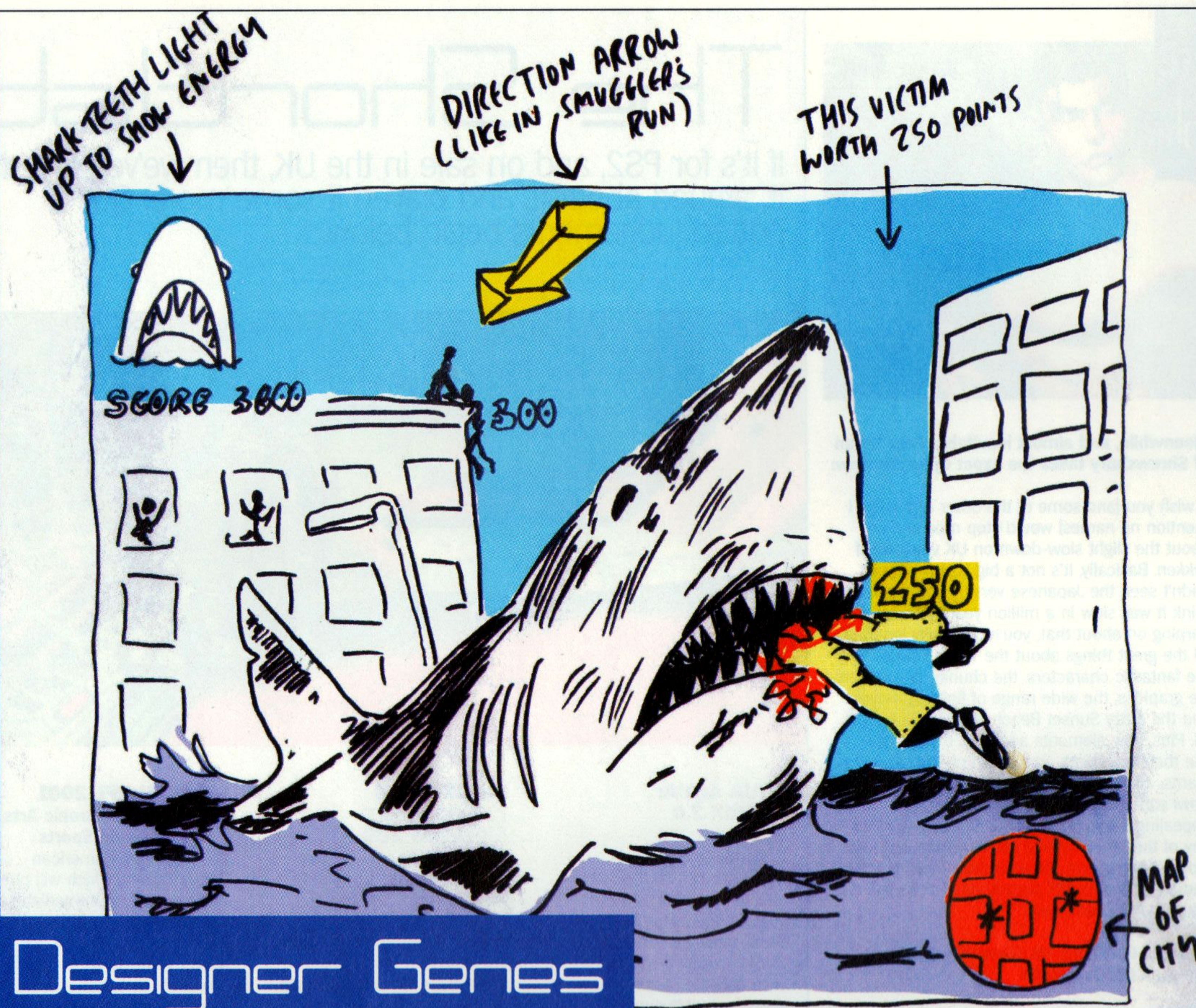


## MY MONTH

**Ben Lawrence**  
Games Editor

“ Done it all this month. I've cunningly escaped a broom cupboard-sized press room at the recent Interactive BAFTAs, and smarmed my way onto a VIP table to dine upon the finest vol-au-vents. I've joined a new boy-band known as the Bemanis; watched in disbelief as a PR rep blew up my beloved PS2; turned down a once in a lifetime opportunity to fly through the Grand Canyon in a helicopter then sobbed myself to sleep for three nights in a row; and found a deranged woman living in my loft.

Game of the month for me has been *TimeSplitters*. Despite the fact Sefton is quite clearly the undisputed office master in four-player mode, the game remains as enticing as ever. *Metal Gear Solid 2* looks set to be another surefire hit – as anyone who's seen the game will testify. We're not in the habit of putting games that are months off yet on our cover, but for this we'll make an exception. ”



## Designer Genes

### HOW IT WORKS

You're all game designers, we're all game designers, all God's children are game designers. Or, at least, we all have potential. Here's where you get to prove yours.

The idea is simple – chuck a game design our way, and we'll print it (along with any fiddly little drawings you do to explain what you're on about). Even better, we'll get a top 'game industry professional' along to check out your ideas, and pass judgement on what works and what doesn't. That being the case, remember that while wacky, off-the-wall ideas are sure to grab our attention, serious designs also have a good chance of getting printed. As usual, every entry printed gets an *Official PS2 Magazine* T-shirt for your troubles, not to mention the (slight, we admit) possibility that our game pro is so impressed he offers you a game design job. Or something.

**WRITE TO:** Designer Genes, *Official PlayStation 2 Magazine*, Future Publishing, 30 Monmouth Street, Bath BA1 2BW. Or email [PS2@futurenet.co.uk](mailto:PS2@futurenet.co.uk). Please try to keep your designs within the 250 word limit, and don't forget to include those drawings to bring your words to life.

This month's entry won't be getting judged by anyone because it's just, well, by one of us, BUT it should give you an idea of the sort of thing we're after. We're sure you can do better...

## #2: FIN CITY

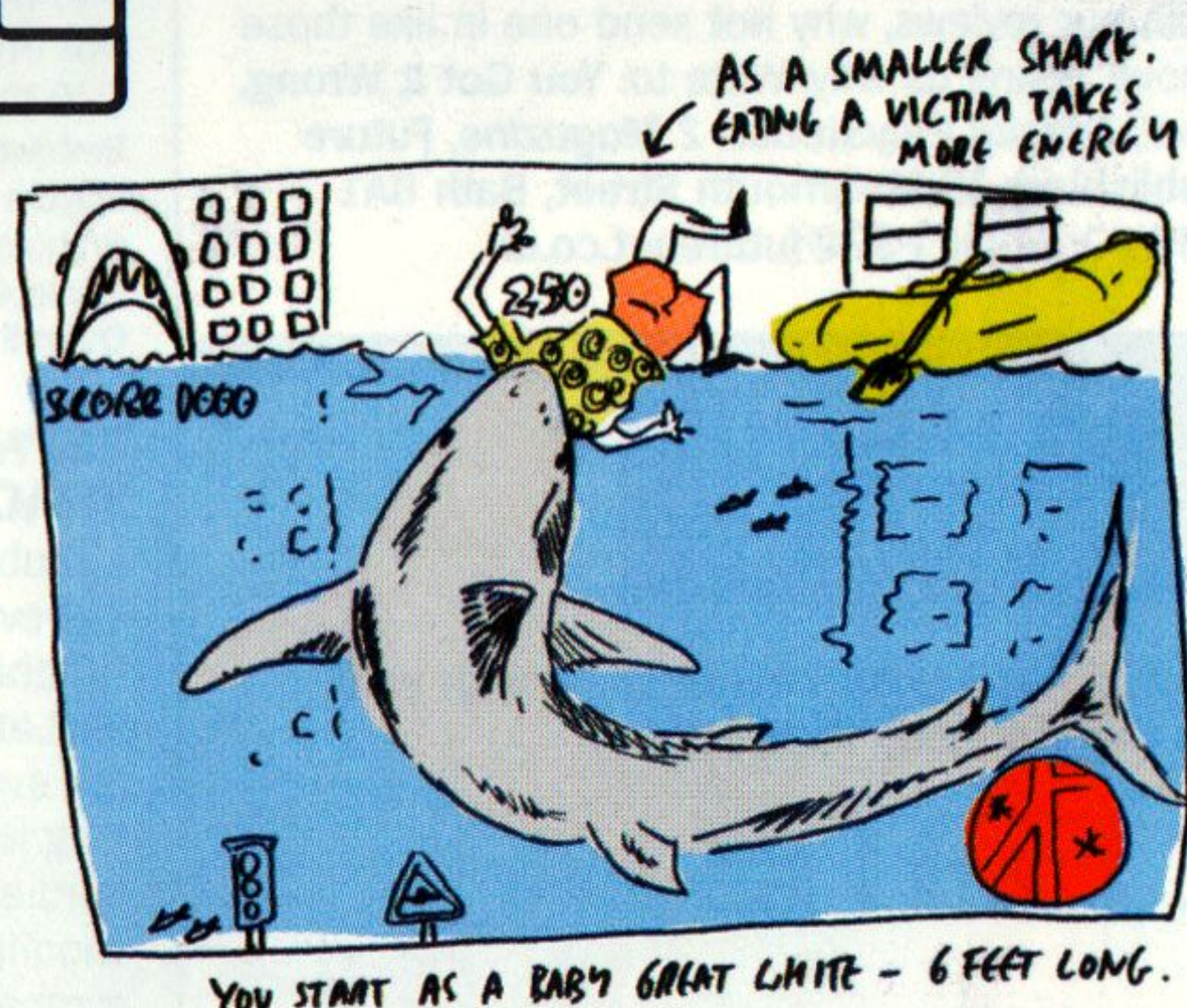
Designed by: Matt Bielby, Bath.



*Fin City* is based in a near-future, post eco-disaster world, in which the ice caps have melted and

water levels risen by an unprecedented amount. Global warming has sent nature haywire, and Great White Sharks and other species generally associated with Western Australia are now tooling through the city streets, looking for scran. You play one such shark, on a mission to eat and to grow. Luckily, London (and the other cities that appear in later levels, including Paris and Rome – we'll save New York for the sequel) is still full of people, many of whom tend to fall into the water at convenient intervals. The whole game is viewed in 3D, much like *Gran Turismo* or similar and its playable in both third or somewhat bloody first-person perspectives.

In another link with the big driving games, the fact that we're in a flooded city means that much of what you see ahead of you are familiar roads, with your shark gliding along above them. Underwater, the natural murk allows for enough fogging to completely eliminate pop-up, though you can also surface, at which point your vision becomes better. Your job is to attack and eat the assorted divers and swimmers you come across. In the meantime, people attack you too, so it won't all go swimmingly. Other conflicts you'll encounter include rival sharks, shoals of piranha fish (who now live in salt water, somehow), and even giant squid and the like. Extra points are given if you manage to eat any famous celebrities, including thinly disguised versions of Lara Croft, Mario and other game characters to provide in-jokes for the videogame cognoscenti. □



Game developers around the world will be trembling in their boots. Sigh.



## You Got It Wrong, Son!



## TEKKEN TAG TOURNAMENT

Gavin Webb of Glasgow reckons our *Tekken Tag Tournament* review in issue one was much too lenient:

"*Tekken Tag* is exactly what I feared PlayStation 2 games would be – big, flashy reruns of games we've all played a million times before, then flogged to us for nearly £50. Worse, it's shoddily transported from the Japanese original to PAL machines in a way that I think shows contempt for the audience. It's not a patch, for instance, on *Soul Calibur* on the Dreamcast – that game's got better graphics, more imaginative settings (you'd never find something as surprising as that drifting raft backdrop in *Tekken*) and the use of weapons adds to the playability no end. It's faster too. Now before you start going, 'Yes, but it's a launch game, things are going to get better,' I know that. But at the same time, this is PS2's big launch game. PlayStation 2 is being sold to us as hundreds of times more powerful than Dreamcast. And our big fight game is only pretty good, when it should be great."

Graphics **07**/Sound **06**/Gameplay **06**/Life span **06**/Overall **06**

Meanwhile, and almost inevitably, Pete Dolan of Shrewsbury takes the exact opposite view:

"I wish you (and some of the other reviewers, I mention no names) would stop moaning on about the slight slow-down on UK versions of *Tekken*. Basically, it's not a big issue – if you hadn't seen the Japanese version you wouldn't think it was slow in a million years. And by harping on about that, you're basically ignoring all the great things about the *Tekken* series – the fantastic characters, the chunky, larger-than-life graphics, the wide range of fighting moves, and the crazy Sunset Beach storyline behind it all. Plus, new elements added to this game – like the extra depth combining characters in tag teams, and the hilarious and addictive *Tekken Bowl* sub-game – make it a much more appealing proposition than *Dead Or Alive 2* or any of the other fighting game wannabes. Just stop moaning, and consider this. If PS2 is doing games as fine as *TTT* already, what does the future hold? I can't wait."

Graphics **09**/Sound **08**/Gameplay **09**/Life span **09**/Overall **09**

□ We don't agree with either of you, but we're impressed enough with your arguments to send you both t-shirts. In the meantime, fancy having a go yourself? If you reckon you know better than our reviews, why not send one in like those above, telling us why. Write to: **You Got It Wrong, Son!**, Official PlayStation 2 Magazine, Future Publishing, 30 Monmouth Street, Bath BA1 2BW. Or email [PS2@futurenet.co.uk](mailto:PS2@futurenet.co.uk)

## Licence To Thrill!

What film/book/TV show would you like to see made into a game? Write to us with your ideas. First-up is Adrian McCain of Liverpool, with this distinctly fishy pitch...

### MOBY DICK: THE GAME

"The aim is to catch the elusive Moby Dick. But first, you've got to keep your whaling business going by catching a whole series of lesser whales. Battles take the form of 3D, *Quake*-like first-person shooters, only with your character being a 20 foot whaling boat, launched from your whaling ship, the *Pequod*. The boat smacks around on what can, in

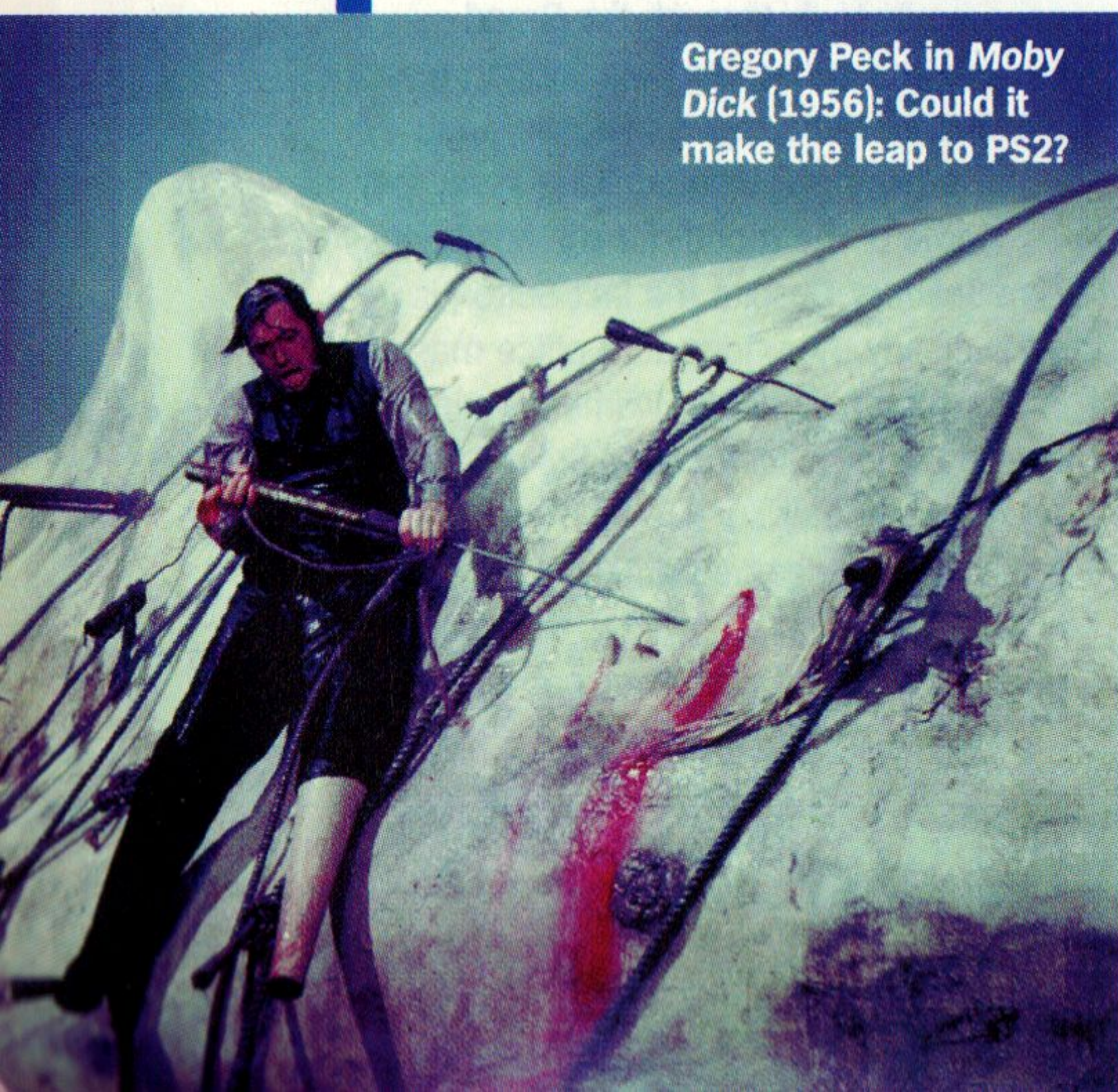
some levels, prove to be quite big seas, making aiming your hand-thrown harpoons incredibly difficult.

"Meanwhile, the whale thrashes around in front of you, its mighty tail smashing into your boat. *Pequod* has a selection of these whaling boats on board, so if one gets destroyed you can replace it, but damage too many of them and you're out of the game. Some of the larger (and thus more valuable, in terms of blubber) whales appear in locations that could pose additional dangers to your ship, including iceberg-filled polar seas and rocky coastlines.

"On your various returns to shore, either for repairs or to drop off whale meat, you can take part in a drunken, dockside bar beat-'em-up level, where bets on the outcome of fights can add to your financial coffers."

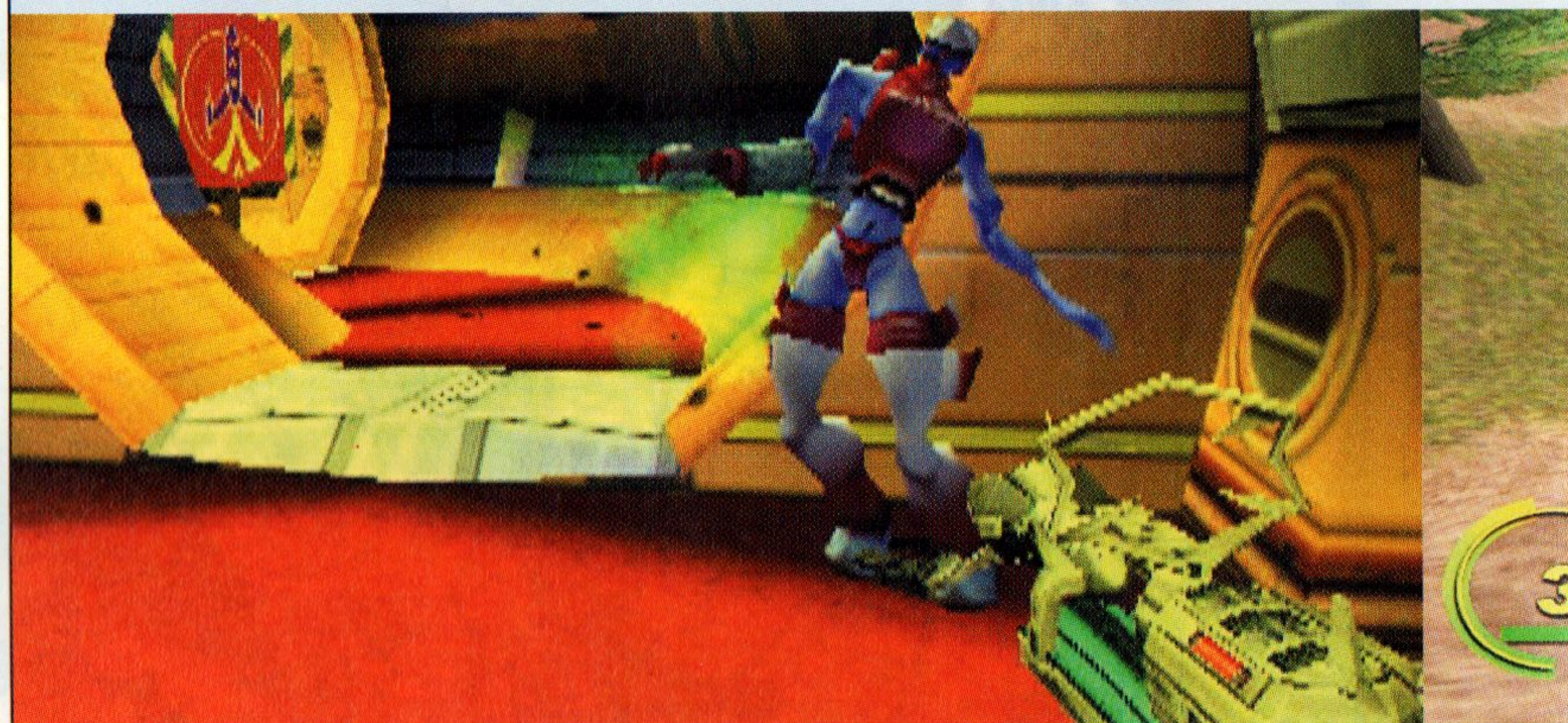
Now it's your go. Reckon you know a book, film or TV show that's begging to be made into a brilliant game? Then write to us. Once again, there's a T-shirt on offer for all entries used. Write to: **Licence To Thrill!**, Official PlayStation 2 Magazine, Future Publishing, 30 Monmouth Street, Bath BA1 2BW. Or email us your brains at [PS2@futurenet.co.uk](mailto:PS2@futurenet.co.uk)

Gregory Peck in *Moby Dick* (1956): Could it make the leap to PS2?



## The Shortlist

If it's for PS2, and on sale in the UK, then we've played it, argued about it, and played it some more. Our potted judgements begin below.



### AQUA AQUA: WETRIX 2.0

□ Publisher: **SCI**

□ Developer: **Zed Two**

Addictive, well-realised new take on the familiar *Wetrix* puzzle game formula. On a small, table-top landscape, you're rewarded for creating an even balance of earth and water by building walls to form lakes. These are made using blocks that drop, *Tetris*-style, from the heavens. Further complications ensue. Slight, but amusing – and costs just £25 too.

Reviewed: **Issue #01**

Players: **1-4**

Graphics **06**/Sound **07**

Gameplay **08** Life span **07**

Overall **07**

### FANTAVISION

□ Publisher: **SCEE**

□ Developer: **SCEI**

An interesting oddity – the world's first fireworks game. Modest in size, but highly original and playable, it's a puzzler that encourages you to link chains of ascending fireworks, then detonate them to crowd pleasing affect. A game of random beauty.

Reviewed: **Issue #01**

Players: **1-2**

Graphics **08**/Sound **07**

Gameplay **08**/Life span **05**

Overall **07**

### GRADIUS III & IV

□ Publisher: **Konami**

□ Developer: **KCET**

Pointless reprise of 2D, side-scrolling spaceship shoot-'em-up from before the dawn of time. Or 1990, as we know it. Tedious, poorly ported and of minority interest only.

Reviewed: **Issue #01**

Players: **1-2**

Graphics **02**/Sound **03**

Gameplay **03**/Life span **02**

Overall **02**

### INTERNATIONAL SUPERSTAR SOCCER

□ Publisher: **Konami**

□ Developer: **KCEO**

Always the critic's favourite but rarely the punter's, the *ISS* series has traditionally provided a more challenging game than big rival *FIFA*, but been less generous in its provision of real player names or easily scored goals. The PS2 version has added genuine squads (at last) and more instant gratification, but kept the clever AI and range of moves. The perfect compromise? Almost – some erratic animation and awful commentary let the side down.

Reviewed: **Issue #01**

Players: **1-4**

Graphics **07**/Sound **07**

Gameplay **08**/Life span **08**

Overall **08**

### MADDEN NFL 2001

□ Publisher: **Electronic Arts**

□ Developer: **EA Sports**

Okay, so it's an American football game, which will put most people off immediately. A shame, for otherwise this is PS2's most accomplished sports game so far – extremely thorough, smoothly presented, boasting great commentary and highly rewarding to learn. Numerous modes should provide fans with months of playing time.

Reviewed: **Issue #01**

Players: **1-4**

Graphics **09**/Sound **08**

Gameplay **08**/Life span **09**

Overall **08**

### MIDNIGHT CLUB

□ Publisher: **Rockstar**

□ Developer: **Angel Studios**

Speedy urban racing game, boasting impressively huge environments – but not much else. Your jobs is to beat assorted street racers in a series of chases around NY and London, winning their cars, *Graze*-style, with victory. Arcade-like, in a dated sort of way, and forgettable.

Reviewed: **Issue #01**

Players: **1-2**

Graphics **05**/Sound **06**

Gameplay **04**/Life span **04**

Overall **04**

### ORPHEN

□ Publisher: **Activision**

□ Developer: **Shade Inc.**

Disappointing Japanese action RPG, short on both depth and adventure thrills, despite such innovative elements as a choice of three story threads to follow. Based on a popular anime series, it follows a young, moody sorcerer on a *D&D* style quest to a mystery island. Unfortunately, the result is repetitive, irritating and downright uninvolved.

Reviewed: **Issue #01**

Players: **1**

Graphics **04**/Sound **03**

Gameplay **05**/Life span **03**

Overall **04**





Clockwise from top: *SSX*, *Madden NFL 2001*, *Smuggler's Run*, and the mighty *TimeSplitters*

#### READY 2 RUMBLE: ROUND 2

☐ Publisher: **Midway**  
☐ Developer: **Midway**  
 Hilarious comedy boxing game, picking assorted, increasingly-ridiculous cartoon fighters against such real life luminaries as Michael Jackson, baseball legend Shaquille O'Neal, and a suspiciously familiar looking 'Mr President.' Not much depth, but a great pick-up-and-play laugh.  
 Reviewed: **Issue #01**  
 Players: **1-2**  
 Graphics **07**/Sound **08**  
 Gameplay **07**/Life span **06**  
**Overall 07**

#### RIDGE RACER V

☐ Publisher: **SCEE**  
☐ Developer: **Namco**  
 The world's most frustrating racing game series is back. You've got to respect it for the sense of speed, challenging handling and sharp (perhaps too sharp?) graphics, but jagged edges, limited size and a general lack of originality scupper it. It's a bizarrely airless, unreal-feeling game too. Still, it's PS2's most accomplished racer – for now.  
 Reviewed: **Issue #01**  
 Players: **1-2**  
 Graphics **06**/Sound **07**  
 Gameplay **08**/Life span **07**  
**Overall 07**

#### SILENT SCOPE

☐ Publisher: **Konami**  
☐ Developer: **KCEO**  
 Slick but simple shooting gallery-style game, spiced up by big city/terrorist/police sniper dressing. Accurate but not over-picky targeting helps you get into it, but it's tougher than it first seems, while inventive scenarios seemingly loosely based on movies ranging from *True Lies* to *The Last Boy Scout* keep things interesting.  
 Reviewed: **Issue #01**  
 Players: **1**  
 Graphics **08**/Sound **06**  
 Gameplay **08**/Life span **07**  
**Overall 08**

#### SMUGGLER'S RUN

☐ Publisher: **Rockstar**  
☐ Developer: **Angel Studios**  
 Not a great game, despite its impressively large free-roaming play areas, but definitely a fun one. You're a *Dukes of Hazzard*-style nice-guy moonshine smuggler, on assorted missions to get item A from shack B to tree C while the cops try to stop you. Basically it's an excuse for crazed charging up hill and down dale, trying to make the drop before your truck falls to pieces around you. A hoot.  
 Reviewed: **Issue #01**  
 Players: **1-2**  
 Graphics **08**/Sound **08**  
 Gameplay **06**/Life span **07**  
**Overall 07**

#### SSX

☐ Publisher: **EA Sports Big**  
☐ Developer: **EA Sports (Canada)**  
 Quite simply, the most played game in the *OPS2* offices. This outrageous, inventive, high-speed snowboard game – we hate to say sim, for its crazy courses, ranging from Hawaii-based icebergs to giant pinball tables, are anything but realistic – has got us captivated. It's fast, stylish, easy to pick up but hard to get great at (the vast library of tricks to learn sees to that) and basically rather lovely.  
 Reviewed: **Issue #01**  
 Players: **1-2**  
 Graphics **09**/Sound **08**  
 Gameplay **08**/Life span **08**  
**Overall 09**

#### TEKKEN TAG TOURNAMENT

☐ Publisher: **SCEE**  
☐ Developer: **Namco**  
 Fantastically playable and graphically spectacular 1-2 player beat-'em-up. With nearly 40 fighters, plus the new tagging option (where you can switch characters mid-bout), it's varied. And with a free tenpin bowling sub-game, it's got a sense of humour. Too

much like a souped-up *Tekken 3* for comfort, though, and the graphics, while smoother than the Japanese version's, also move more slowly.  
 Reviewed: **Issue #01**  
 Players: **1-2**  
 Graphics **09**/Sound **08**  
 Gameplay **08**/Life span **07**  
**Overall 08**

#### TIMESPLITTERS

☐ Publisher: **Eidos**  
☐ Developer: **Free Radical Design**  
 Fast and frantic first person shooter from part of the team responsible for N64 classic *GoldenEye*. Multiplayer options, meaty weapons, loads of graphical variety and atmosphere, and a barking mad time-travel/zombie/aliens story line that acts as a great excuse for them to design any level they fancied. Great mapmaker feature lets you enjoy the same fun. Surprisingly bloodless and shallower than *GoldenEye* as a one-player game, but an instant classic nonetheless.  
 Reviewed: **Issue #01**  
 Players: **1-4**  
 Graphics **09**/Sound **09**  
 Gameplay **08**/Life span **09**  
**Overall 09**

#### WILD WILD RACING

☐ Publisher: **Rage**  
☐ Developer: **Rage**  
 Off-road buggy racing game with merely acceptable looks, and initially discouraging handling. Stick with it, though, and it gets much more satisfying, while a wide range of interconnected game modes keep interest high. Indeed, the stunt course from last issue's demo disc has become something of an office favourite.  
 Reviewed: **Issue #01**  
 Players: **1-2**  
 Graphics **06**/Sound **05**  
 Gameplay **06**/Life span **07**  
**Overall 06**

#### WRITE TO:

#### RESULT!

Here's where you'll be able to check out how the best players are doing. Can you match their high scores?

So you fancy yourself as good at games, eh? Want to see your name in lights, do you? Then write to Result!, where we'll be running tables listing the best times and highest scores on all the biggest, most important PS2 games.

To enter, we need you to send in a photo or video of your score in order for your effort to be 'confirmed'. All photos MUST have your name, address and score/time on the back, and videos must have a label stuck to them with the same info. (If you'd like your photos and videos back, please include a stamped, addressed envelope, and we'll do our best to return them.) Sender of the most impressive confirmed times/scores each month wins an *OPS2 Magazine* T-shirt – the rest of you just get the glory. Currently, we're particularly interested in best times and high scores for: *Ridge Racer V*, *Tekken Tag Tournament*, *SSX*, *Dead Or Alive 2* and *TimeSplitters*. But remember, we're after scores for any games you think you're particularly good at. (If there's sufficient interest in one of the more obscure games, we'll open a high score table just for you.)  
 Write to: **Result!, Official PlayStation 2 Magazine, Future Publishing, 30 Monmouth Street, Bath BA1 2BW.**  
 Or email us at: **PS2@futurenet.co.uk.**



## Ladder Of Lust

What do the superb graphics capabilities of PS2 offer? Much much realism, of course. And here, we celebrate much much realism's most dubious of pleasures. Each month in *Ladder Of Lust*, the ladies of gaming go head-to-head in a slightly worrying lust-off.



#### 1 (-) LING XIAOYU

TEKKEN TAG TOURNAMENT

Small but gorgeously formed, Ling's feisty role on this issue's demo disc has done her all sorts of favours. Yow.  
**PS2 appearances:** The *Tag* is on sale now.



#### 2 (-) KONOKO

ONI

One-woman SWAT team. A shadowy past, purple hair and mutant earlobes does it for us. As does lack of sleep.  
**PS2 appearances:** See page 32 this issue.



#### 3 (4) TINA ARMSTRONG

DEAD OR ALIVE 2

Blonde of hair and chunky of boob, our Tina is – wait for it... – a 'well rounded' character. Thankyouverymuch.  
**PS2 appearances:** See page 112 this issue.



#### 4 (-) NATSUMI ARISAKI

SWING AWAY GOLF

Possibly too young, but the pink barnet and saucy cravat makes Natsumi the Beastie Girl with the mostest.  
**PS2 appearances:** See page 132 this issue.



#### 5 (-) MYSTERY BUTCH LADY

METAL GEAR SOLID 2: SONS OF LIBERTY

Aggressive, trigger-happy femme fatale of unknown background and morality. Getting rougher here.  
**PS2 appearances:** See page 18 this issue.



#### 6 (1) LARA CROFT

TOMB RAIDER: NEXT GENERATION

Excitement surrounding the *TR* movie keeps this quintessential digi-babe flying high. Funny teeth though.  
**PS2 appearances:** See page 70 this issue.



#### 7 (-) CHUN LI

STREET FIGHTER EX3

*Star Wars*-style hair. Grooves to the colour blue. Kicks the blood out of green monsters. Swoon.  
**PS2 appearances:** See page 34 this issue.



#### 8 (-) SUN SHANG XIAN

DYNASTY WARRIORS 2

"Ladeez and gennelman, all the way from 3rd Century China, comes the smirking devilwoman of death etc..."  
**PS2 appearances:** See page 128 this issue.



#### 9 (3) AI FUKAMI

RIDGE RACER V

Her irrelevance to the game counts against her. Her innate filthiness and Elastica mullet doesn't.  
**PS2 appearances:** *Ridge Racer V* is on sale now.



#### 10 (-) ROCHELLE RINCON

SURFING H30

Heavily tattooed. Spunky punky beach bunny type. Loves 'riding tubes.' Okay, we'll stop.  
**PS2 appearances:** See page 136 this issue.

Bubbling under: Claire Redfield (*Resident Evil*), Regina (*Dino Crisis*), Nina Williams/Anna Williams (*Tekken Tag Tournament*), Elise (*SSX*), help.

#### VOTE FOR THE LADDER OF LUST!

Send your suggestions for the ladies (and, hell, lads) who deserve to rise up the ladder or them who deserve to be turfed out, to: **Ladder Of Lust, Official PlayStation 2 Magazine, Future Publishing, 30 Monmouth Street, Bath BA1 2BW.** Or email **PS2@futurenet.co.uk.**



# GAMEOVER

The best PS2 games/The best end sequences/The best illustrators

## FACTFILE

Game: **FIFA 2001**  
Developer: **EA Sports**  
Publisher: **EA**  
Review: **OPS2 #02**



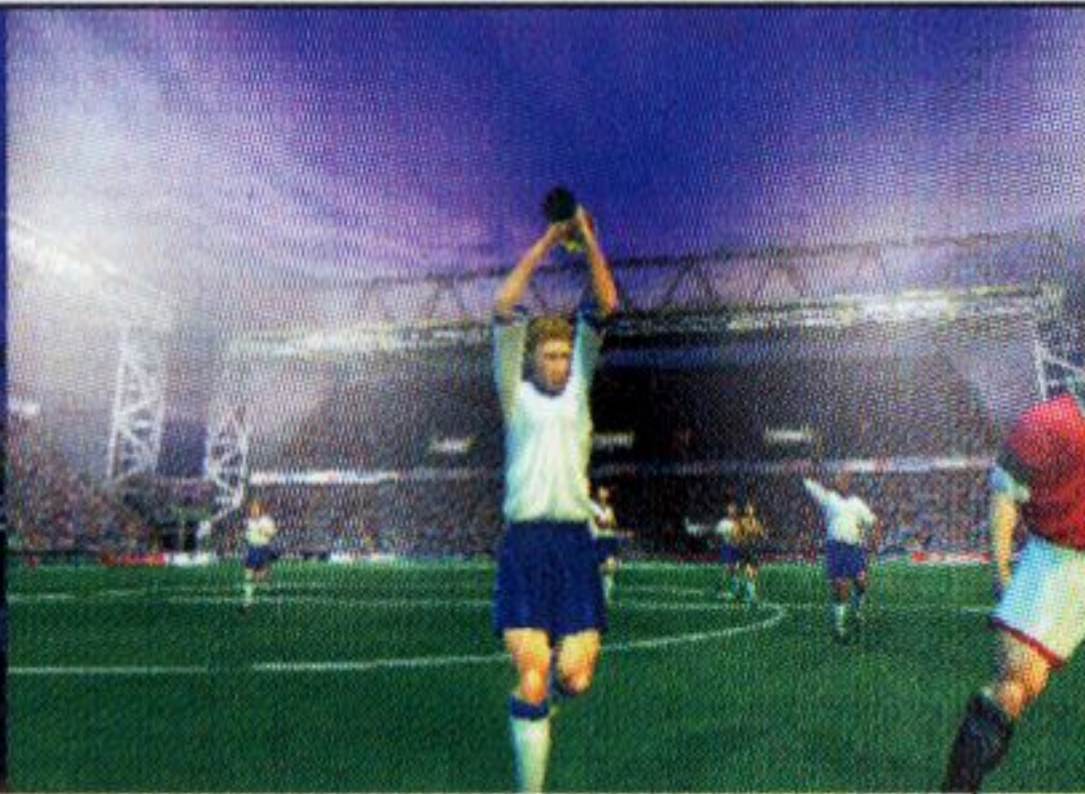
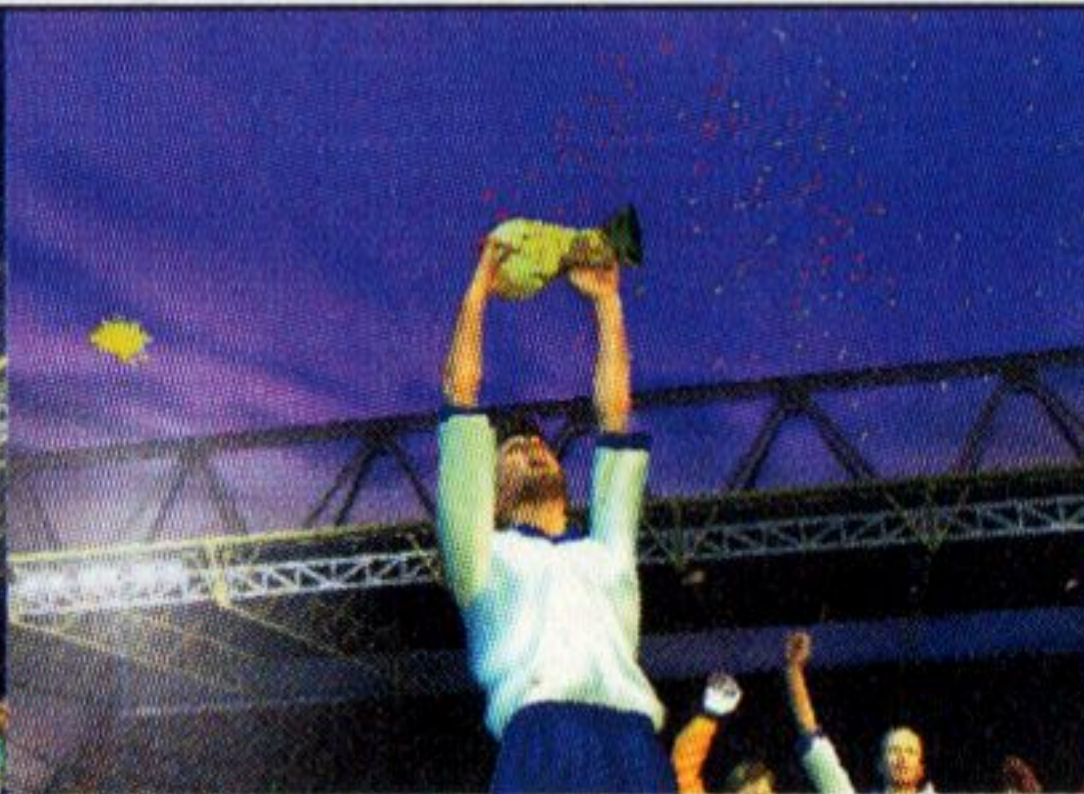
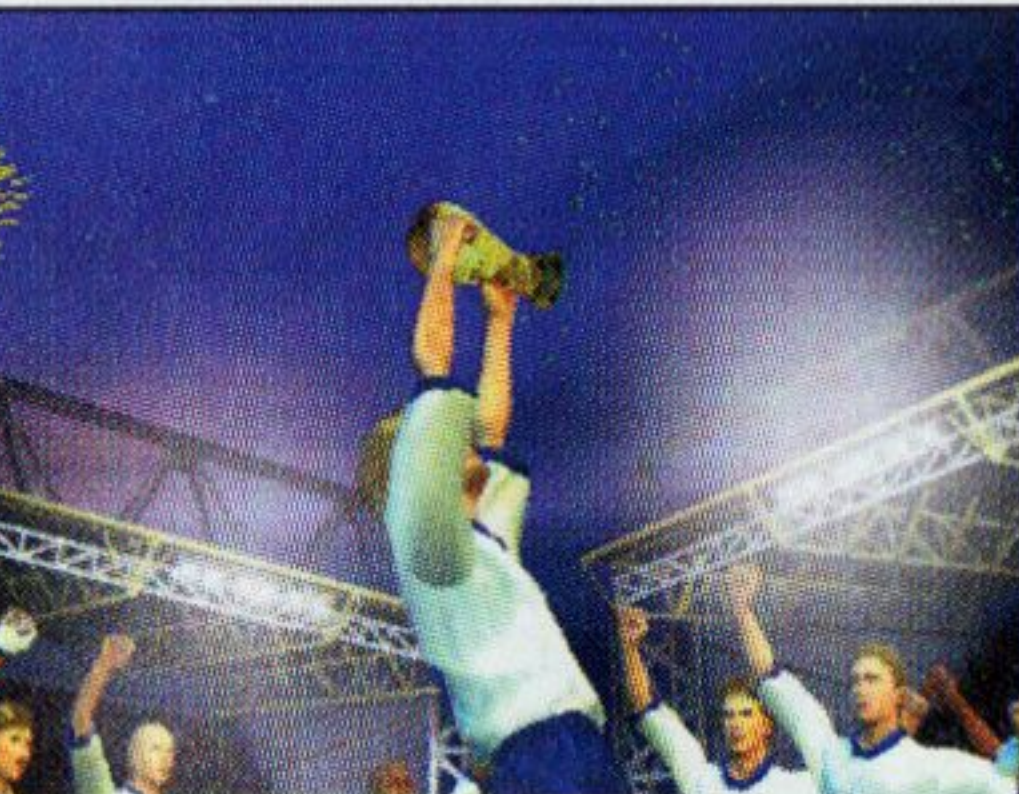
## #02 FIFA 2001

Artist Ben Kirchner captures the final dramatic moments of *FIFA 2001* when England win the World Cup...

### WHAT?

**So, exactly what's going on here then?**

As fireworks decorate the sky and deafening cheers erupt in the stadium, newbie Captain David Beckham holds aloft the Jules Rimet trophy as England finally triumph again in the 2002 World Cup. A whole nation cries as we remember those heartbreaking 36 years of hurt following Bobby Moore and his brave boys' 4-2 victory over West Germany in the 1966 final. England fans are united in a glorious moment of celebration, frozen in time forever. Sob.



### HOW?

**What do you have to do to get here? Here's OPS2's quick and easy guide.**

To witness this trophy-lifting glory, just play through the World Cup competition in *FIFA 2001* on any setting – Amateur is the easiest. A net-full of goals can be scored by simply combining these three controls: **[L]** for killer passes, **[R]** for the nifty spin to ghost past defenders, **[A]** for that burst of speed and **[C]** to shoot. Also, don't forget that if you lose the ball, you can use **[L]** to hunt opposition players down in packs. Follow these tips and scores of 8-0 will not be uncommon and this vision will be yours.

### WHY?

**OPS2's resident News Editor and Leeds United fan, Jamie Sefton explains why he chose FIFA 2001 for this issue's GameOver.**

"*FIFA 2001* isn't that great a game on PS2 – Konami's *ISS* on PSone is still the king of football as far as I'm concerned. However, *FIFA* allows you to play in the World Cup with all the proper player names and it has a cracking end sequence. I saw England play Germany at Wembley and it was crushingly depressing – especially when Kevin Keegan resigned soon afterwards. Just seeing those PS2 players lifting the Jules Rimet gives me hope for the future with Eriksson as boss. Well, maybe..."

### WHO?

**A lack of footballing knowledge can't nudge illustrator Ben Kirchner from his patriotic roots and he might even guy a PS2.**

"To be straight with you, football isn't exactly my bag. Although I used to support Oxford United. It was around the time when Panini stickers were really popular and we won the Milk Cup. I chose Beckham purely because he's everywhere at the moment.

"My mate's got a PlayStation. *Gran Turismo 2* is my fave with all those mental Sixties sports cars. I reckon I might have to spend some of my hard-earned bucks on a PS2 and *Gran Turismo 3* – it'll look great, if *FIFA*'s graphics are anything to go by."

### YOUR GO!

We've chosen the *FIFA 2001* end sequence this month, but now we want YOUR votes. Let us know your favourite PS2 game finale and the reasons why you chose it. Prizes are on offer, including a framed print of the final artwork. Write to us at: **GameOver, Official PlayStation 2 Magazine, Future Publishing, 30 Monmouth Street, Bath BA1 2BW. Email PS2@futurenet.co.uk.**





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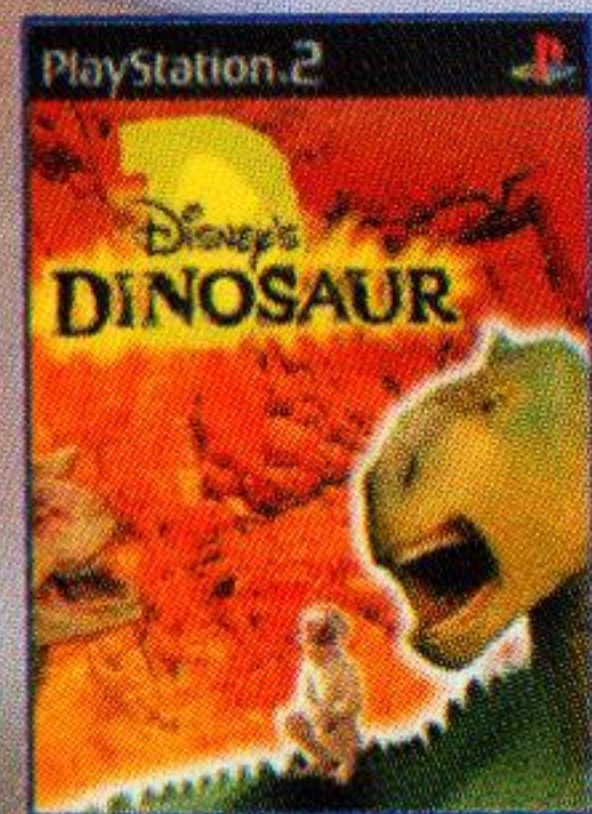
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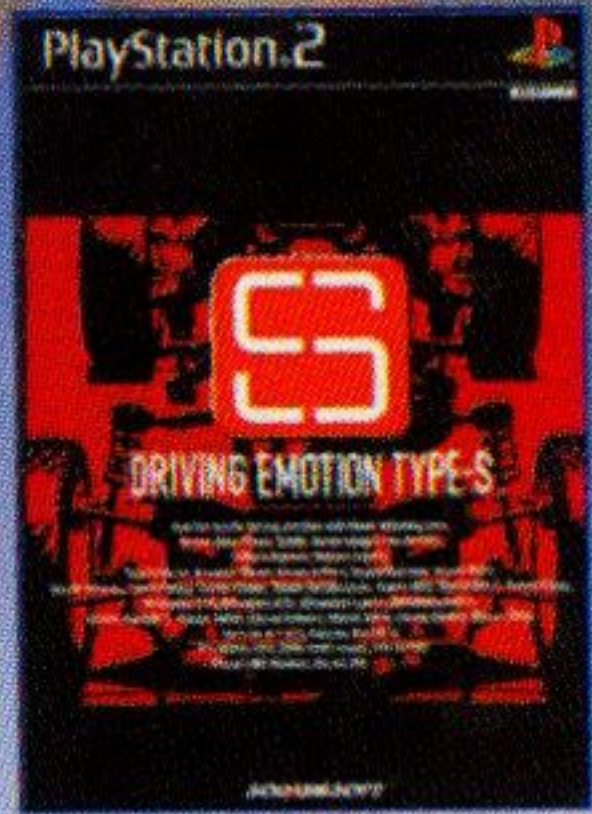
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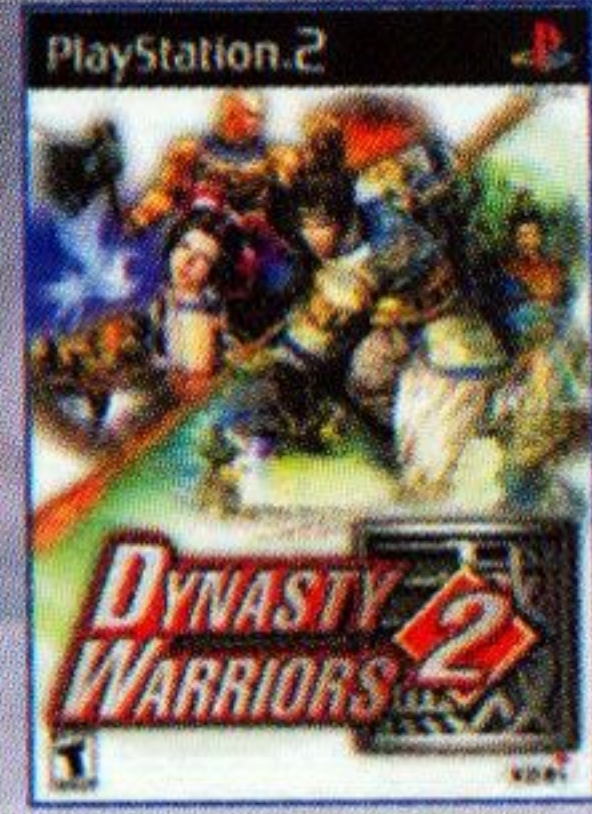
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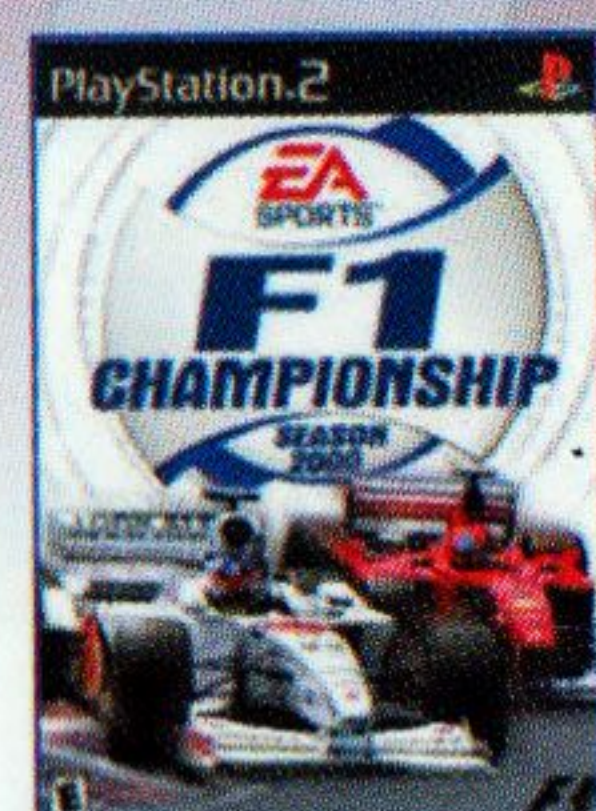
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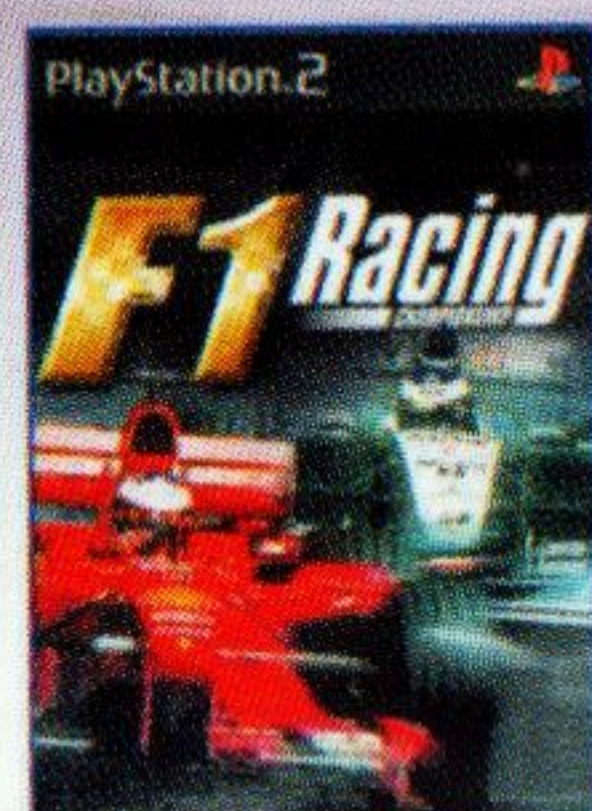
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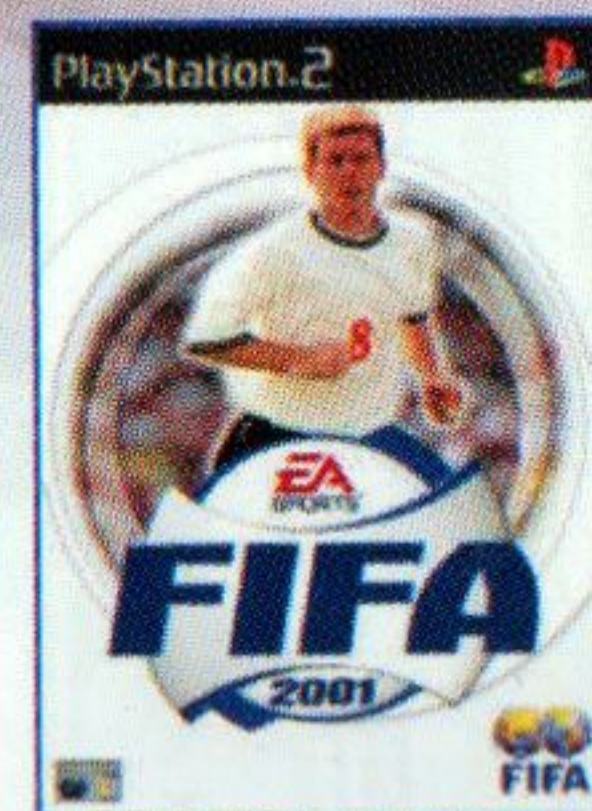
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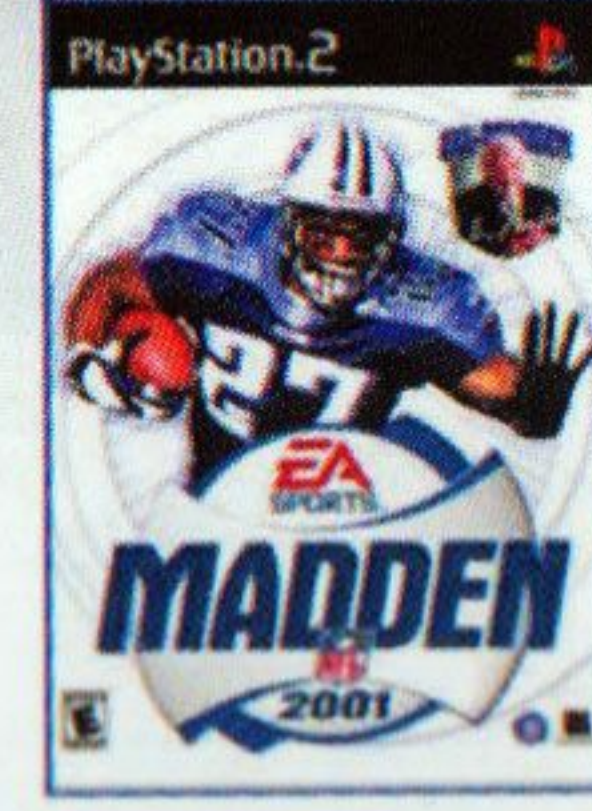
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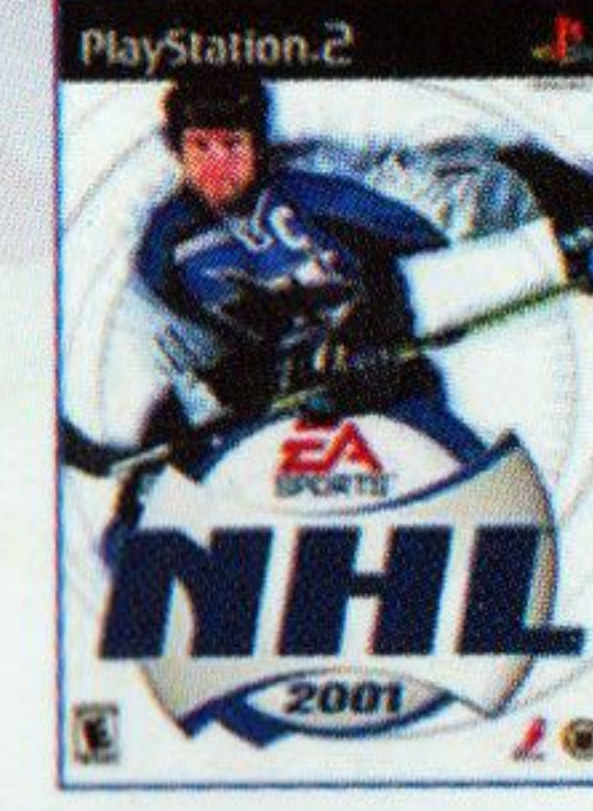
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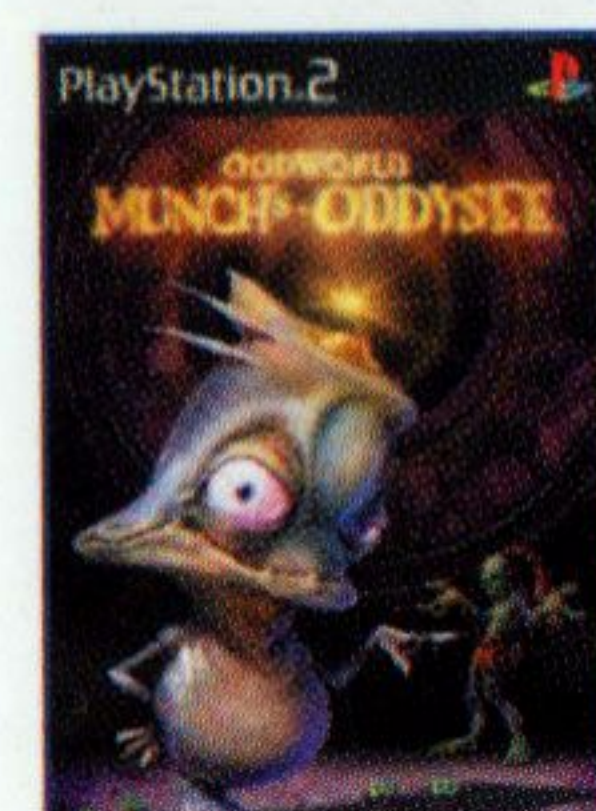
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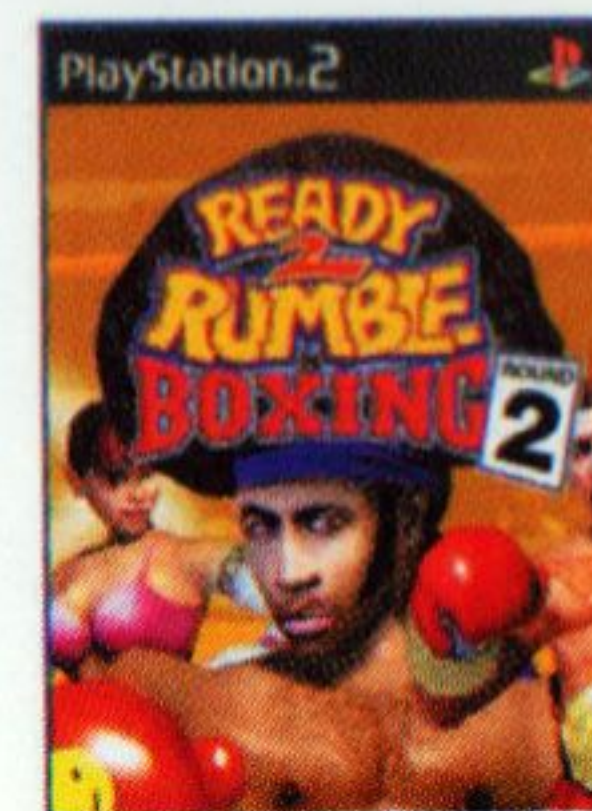
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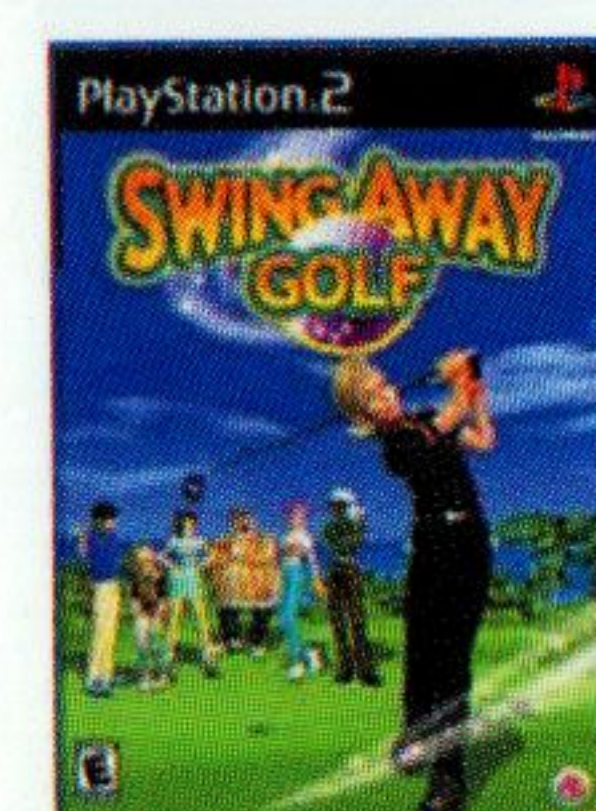
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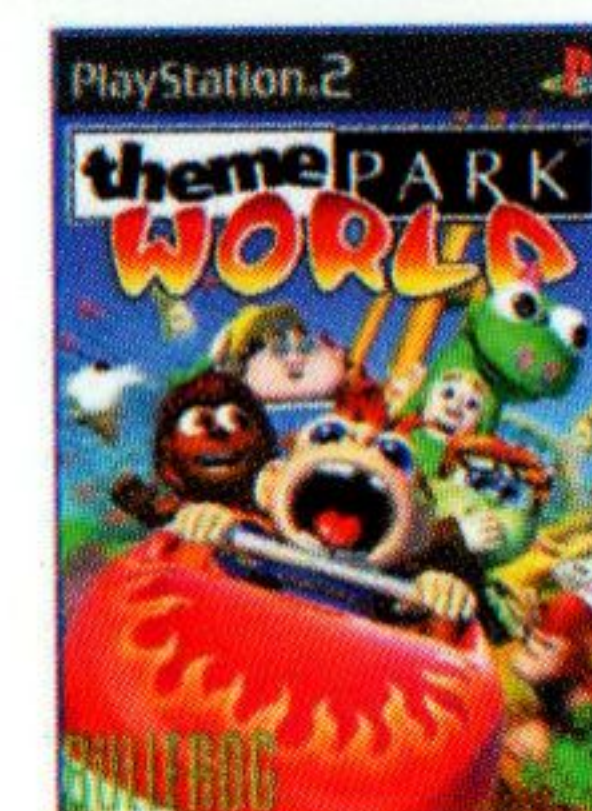
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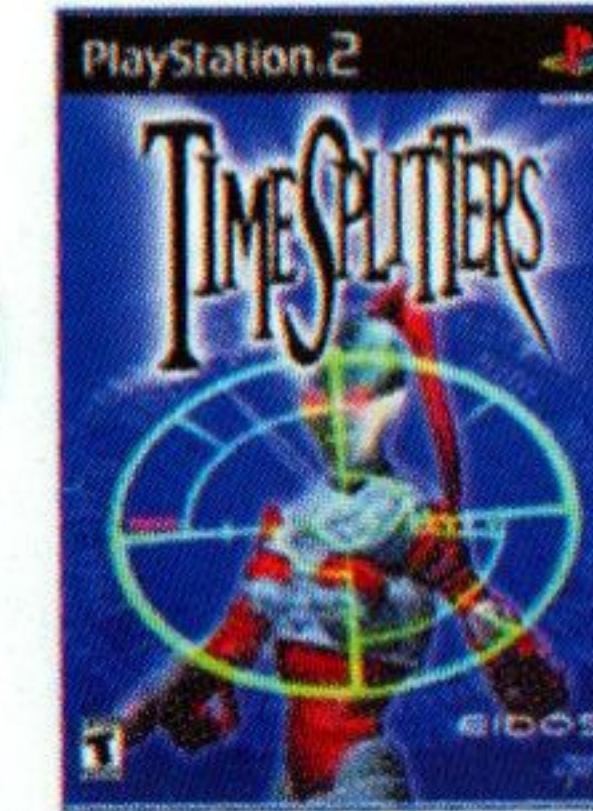


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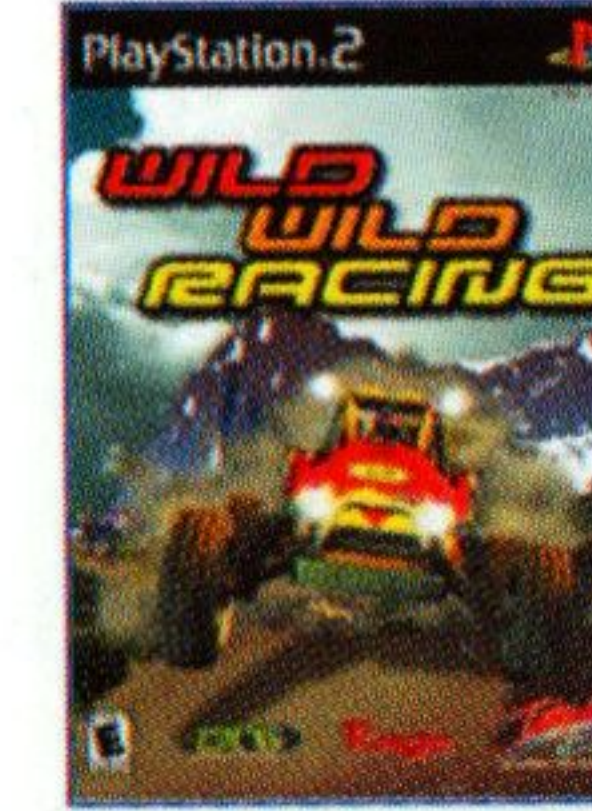
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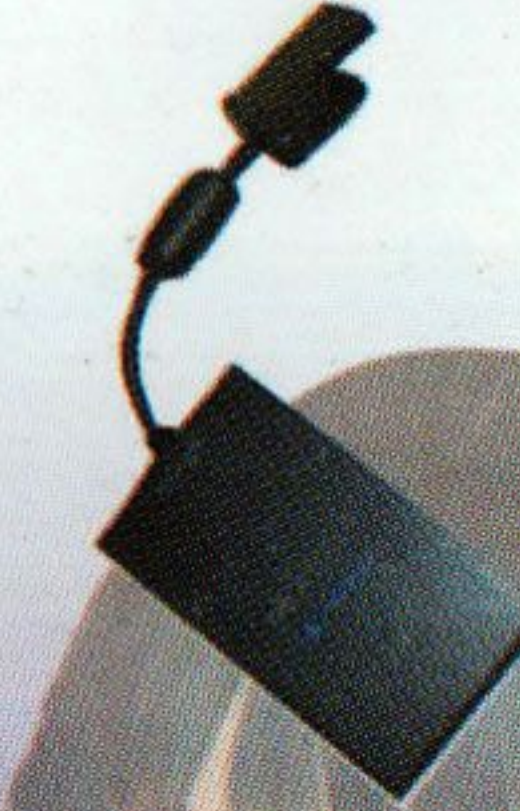
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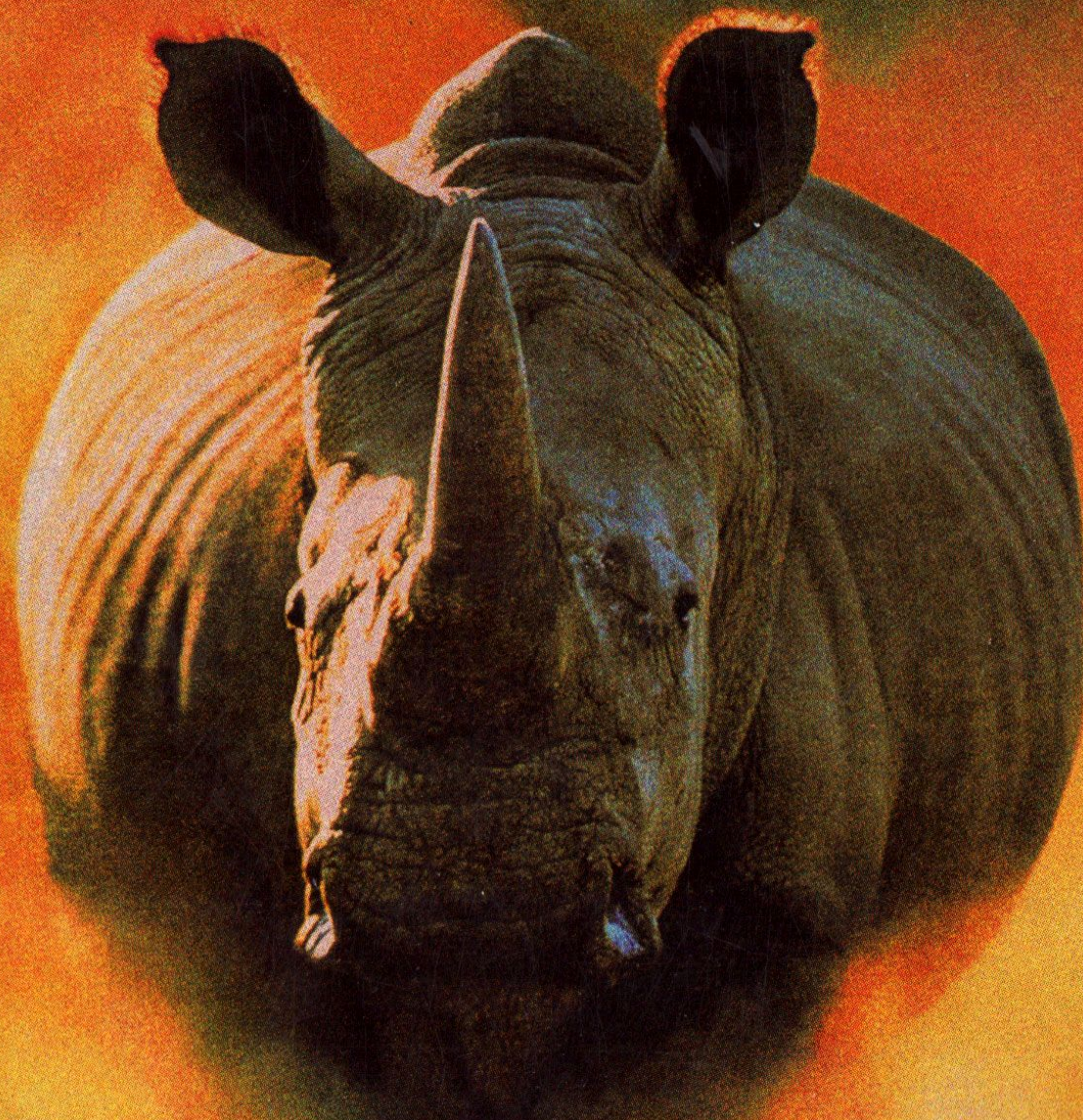
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